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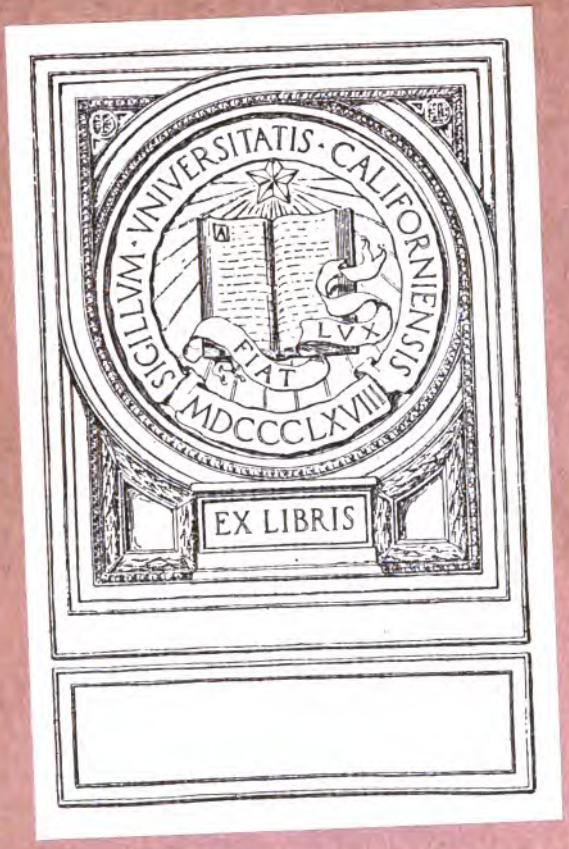

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THE

MODERN CHESS INSTRUCTOR

BY

W. STEINITZ

UNIV. OF CALIFORNIA

PART I.

CONTAINING ELEMENTARY EXPLANATIONS FOR BEGINNERS—THE DESCRIPTION OF NOTATIONS—A TELEGRAPHIC CHESS CODE—AN ESSAY ON THE PRINCIPLES OF THE GAME AND ANALYSES OF SIX POPULAR OPENINGS, WITH ILLUSTRATIVE GAMES TO EACH OPENING, ETC. ETC., ETC. THE APPENDIX CONTAINS THE GAMES OF THE CONTEST BETWEEN MESSRS. STEINITZ AND TSCHIGORIN PLAYED AT HAVANA IN JANUARY AND FEBRUARY, 1889 WITH ANNOTATIONS BY THE AUTHOR

G. P. PUTNAM'S SONS

NEW YORK
27 & 29 WEST 23D STREET

LONDON
27 KING WILLIAM ST., STRAND

1889

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TO THE GENEROUS PATRON OF CHESS AND CHESS MASTERS

THE HONORABLE R. STEEL, OF CALCUTTA,

MEMBER OF THE EXECUTIVE COUNCIL

OF HIS EXCELLENCY THE VICEROY OF INDIA

THE WHOLE WORK ON CHESS OF WHICH THE PRESENT

IS THE FIRST VOLUME

IS DEDICATED

WITH THE MOST SINCERE SENTIMENTS OF THE HIGHEST

ESTEEM AND WARMEST FRIENDSHIP BY

THE AUTHOR.

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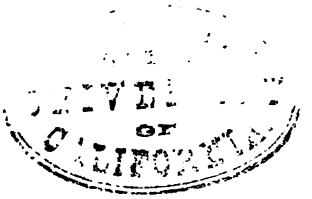

PREFACE.

The chief purport of the work on Chess, of which the present volume forms the first part, is the theoretical application of new principles and of the reasoning by analogies of positions which have been my guide in practice, especially during the last twenty years. It is perhaps unnecessary to state that the task which I have set before me was beset with enormous difficulties. Many variations that have been the product of vast changes in the style of play which has taken place in modern times, have no doubt been duly noticed in able treatises on the game, but no attempt has yet been made in any book on Chess to base the analysis systematically on general ideas which would assist the judgment of the student in similar positions. In the present work great efforts are essayed in that direction, especially in the annotation of illustrative games from practical play where the results of the application of the principles recommended for the conduct of the openings and the middle part can be more distinctly traced in the end. But as will be seen from the few examples given in this volume, of reasoning out the opening moves by comparison of different maxims, it would have been practically impossible within the scope of this work to adopt the same sort of commentation throughout the analysis of the openings, and I had to confine myself in that respect to pointing out the most striking examples of the adaptation of principles in the early part of the game. However, I have carefully examined the debuts treated in this volume on the basis of such general maxims, and as the openings have been hitherto analysed by the authorities chiefly in an empirical manner, it became necessary to introduce a very large number of novelties at various stages of variations which, up to the present, had been generally recognized as standard lines of play. In short I have come to conclusions differing very widely from those hitherto sanctioned by first-class practitioners and authors right at the roots of the openings, and sometimes as early as on the third or fourth moves, like in the Ruy Lopez, the Petroff's Defence, and the Philidor Defence. The analysis of the openings had therefore to be entirely remodelled in many instances in which new ideas are developed that have never been put to any practical test. Most of the experimental deductions which I introduce to students of the game, must therefore be regarded only as imaginary examples of tactics and strategy which I trust will in the main afford good instruction to the reader, but cannot lay any claim to absolute accuracy. For it ought to be remembered that the merits of most of the recognized standard variations in the openings could not be settled un-

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til they had been verified by numerous illustrations from the practice of first-class masters in actual play, and that grave errors have often been found in various forms of openings that have been greatly favored by many prominent practitioners and authorities for a very long time. Under those circumstances I must expect that occasionally some shortcomings of demonstrations, such as quicker ways of winning or drawing, and perhaps some faults of judgment may have crept into some of the numerous original lines of play, which after conscientious examination, to the best of my ability, I have thought it my duty to introduce into this treatise. But I trust that such flaws will be found in a minority by far and that at any rate the innovations which I propose will give material for practical trials and theoretical researches that will be useful for the development of our scientific pastime.

For the game department I have chiefly selected striking examples of brilliant combinations in the conduct of the King's side attack, for, as a matter of course, their study is quite indispensable to the learner. As only very few of the innovations which I propose have been tested in actual play, it is only natural that I could not give many practical illustrations of the application of modern principles. But just because the examples quoted from old masters do not generally conform with the maxims of development and the precautions of modern play which are laid down in this treatise, they afford earlier and more brilliant opportunities for the display of ingenuity in the direct King's side attack, and as the amendments on the basis of more modern ideas are pointed out in the notes as much as possible within the scope of this volume, I feel satisfied that the study of the game department will at least afford as much instruction to the large majority of readers as the perusal of the analysis. As far as practicable, I have endeavored to supplement in the examples from actual play any important variations that had been omitted in the main analysis.

As regards the arrangement of the matter presented in this volume I have introduced several new improvements with the view of giving greater facilities for following the analysis and studying the illustrative games. The most notable novelties in that respect are the repetition of the numbers of moves in each column and the addition of diagrams in the analytical pages which I trust will have the desired effect.

The various authorities quoted in this treatise have been of great assistance to me in forming the outlines of this treatise, and I am also much indebted to them for some parts of my analysis and annotations, as well as for the greater portion of the selected games. But as I did not wish to introduce any kind of controversy I have deemed it advisable to quote them only when I quite agreed with their demonstrations, and in very rare cases when I accepted the latter but differed from their conclusions without adding any analytical proof. It is, however, only due in this preface to acknowledge my general obligations to those authorities and to bring them fully to the notice of amateurs who wish to form Chess libraries. They are principally *Bilguer's Handbuch des Schachspiels ;* edited by Baron von Heydebrand und der Lasa (Leipzig, Veit & Co.) ; *Teoria e Practica*, by Signor Salvioli (Venice, O. Ferrari) ; *Führer durch die Schachtheorie*, by Oscar Cordel

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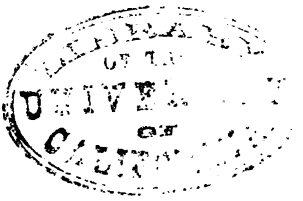
(Berlin, Julius Springer) ; *Lehrbuch des Schachspiels*, by J. Dufresne (Leipzig, Ph. Reclam jun.); *The Chess Player's Manual*, by G. H. D. Gossip *American Edition*, by S. Lipschütz (London and New York, Routledge & Co.); *Staunton's Handbook*, (Bohns Library, London); *Cook's Synopsis*, (W. W. Morgan, London); *The American Edition of same*, by J. W. Miller (Robert Clarke & Co., Cincinnati); *The London International Tournament of 1883*, by J. I. Minchin (London, Jas. Wade); *The London Chess Congress of 1862*, by J. Lowenthal (London, Henry G. Bohn); *The Chess Openings*, by Howard Staunton and R. B. Wormald (London, Virtue & Co.); *Morphy's Games*, by J. Lowenthal (London, Henry G. Bohn), and various other works on the game.

My special thanks are also due to my friend Professor Waller Holladay for his kind assistance in the revision of the MS., and the correction of proofs of this volume, which I now beg to submit to all Chess students in the hope that in the main it will give general satisfaction.

NEW YORK, May, 1889.



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CHAPTER I.

DESCRIPTION OF THE GAME. THE BOARD AND MEN. MOVEMENTS OF PIECES AND MODE OF CAPTURE.

The game of Chess is a mental contest between two players who endeavor to imprison and attack the hostile King in a position from which he cannot be released. This is called "checkmate" (see Chapter IV, Technical Terms). The game is played on a board of sixty-four squares, which are colored alternately white and black. The men are thirty-two in number, one player having sixteen white and his opponent sixteen black men.

Diagram No. 1.

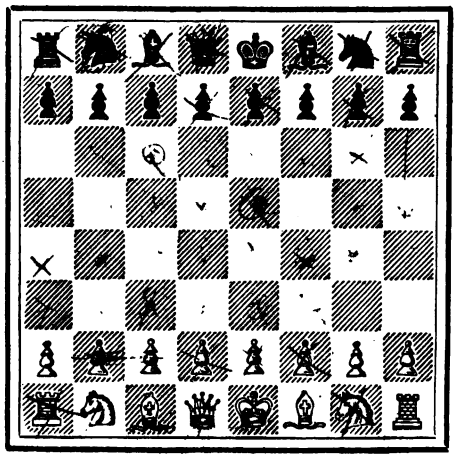
Each player's men consists of eight PIECES and eight PAWNS, thus named and figured :

	WHITE.	BLACK.		WHITE.	BLACK.
King			Queen		
Two Rooks or Castles					
Two Bishops					
Two Knights					
Eight Pawns					

The following Diagram represents the men arranged in proper order on the board at the commencement of a game :

Diagram No. 2.

BLACK.



WHITE.

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As shown above, the board must be so placed that each player must have a white square at his right hand corner of the board.

The players draw by lot for move and choice of color. In all international and public Chess matches and tournaments, however, it is the rule for the first player to have the white men.

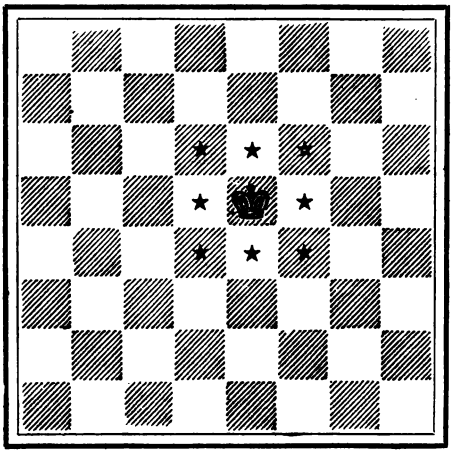
The White Queen must always occupy a white square, and the Black Queen a black one on commencing a game. *Servat Regina colorem.* But the White King must always occupy a black square and the Black King a white one, the Kings and Queens each facing one another. The Bishops on each side occupy the squares nearest to the Kings and Queens; then come the Knights, and the Rooks are posted in the corner squares.

The King.

The King, the most important of the pieces, moves only one square at a time—backwards, forwards, diagonally and laterally, or he may capture a hostile man in the same way; which means that he may take off any hostile piece or Pawn that stands on any square immediately adjoining his own, and then occupy the vacated square. Once in the game he has the privilege of moving two squares, i. e., when he performs the operation of Castling, which is explained under "Technical Terms." He cannot, however, move on to a square next the one occupied by the hostile King, as the opposing monarchs must always be separated from each other by a square. Nor can the King be moved into check, i.e., on to any square commanded by a hostile man. He can, however capture any *unguarded* piece or pawn of the enemy on any square next his own in any direction. When the King is so situated that he cannot avoid capture he is "checkmated," and the game is lost.

The following Diagram illustrates the move of the King:

Diagram No. 3.



The Queen

Is by far the most powerful of the pieces, moving or capturing in any direction on an unobstructed range—backwards, forwards, laterally or diagonally, and capturing in

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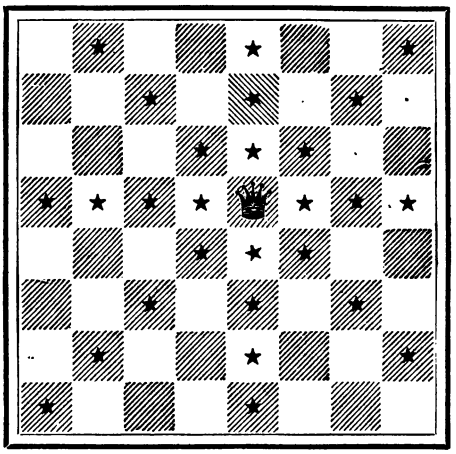
the same way. When she occupies any one of the four centre squares, she commands no less than twenty-seven out of the sixty-four squares of the board.

Diagram illustrating move of the Queen:

Diagram No. 4.

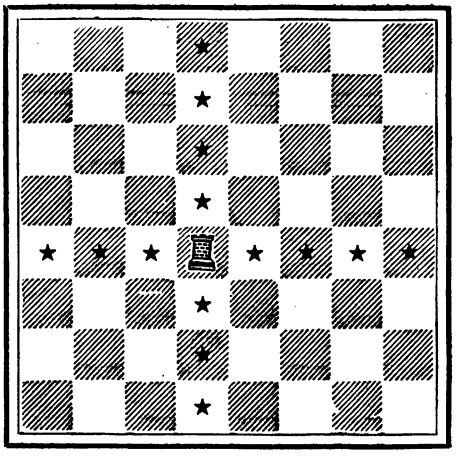


THE ROOK

Is next in importance to the Queen. He moves or captures in straight lines along the ranks and files to the extent of the board on an unobstructed range—backwards, forwards and laterally, but not diagonally. He has also the privilege, in conjunction with the King, of Castling once during the game.

Diagram illustrating the move of the Rook:

Diagram No. 5.



In the foregoing diagram the Black Rook on Queen's fifth square (see Chapter II., on Notation) commands fourteen different squares on a clear range.

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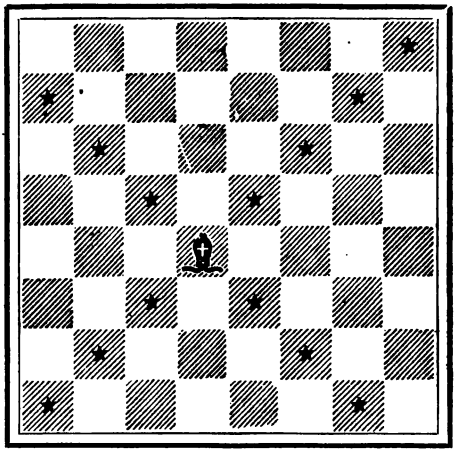
The Bishop

Only moves and captures diagonally on squares of his own color; i. e., the Black King's Bishop can never move on to a white square, nor the White King's Bishop on to a black one. On a clear diagonal the Bishop can be moved from one corner square to the opposite corner. Diagram illustrating the move of the Bishop:

Diagram No. 6.

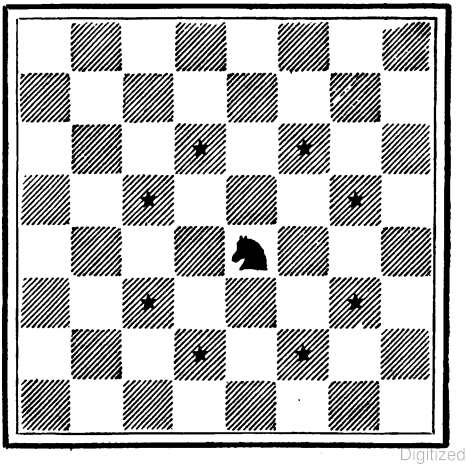


In the above diagram, the Black Bishop, standing on his Queen's fifth square, commands 13 squares on unobstructed diagonals, viz.: on his Queen's Bishop's sixth, Queen's Knight's seventh, Queen's Rook's eighth, King's fourth, King's Bishop's third, King's Knight's second, King's Rook's square, Queen's Bishop's fourth, Queen's Knight's third, Queen's Rook's second, King's sixth, King's Bishop's seventh, and King's Knight's eighth squares.

The Knight.

The Knight's move is a peculiar one, as he alone of the pieces has the privilege of leaping over other pieces and pawns, whether of his own or hostile forces. He moves or captures from the square where he stands to any third square of an opposite color to the one from which he started, by skipping one diagonal square and then landing on the next square of the same line or row, or vice versa. The subjoined Diagram illustrates:

Diagram No. 7.



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Here, the Black Knight, occupying his King's fifth square (K5), commands no less than eight squares, viz.: King's Bishop's third, King's Knight's fourth, King's Knight's sixth, King's Bishop's seventh, Queen's seventh, Queen's Bishop's sixth, Queen's Bishop's fourth, and Queen's third. If any hostile piece or Pawn were posted on any of these squares he could capture it and himself occupy the vacated square, and he could leap over pieces or Pawns of either color standing between in order to do this.

The Pawn

Can only move forward one square at a time, except at his first move, when he has the choice of advancing one or two squares, but in the latter case he is sometimes liable to be captured "*en passant*," or in passing (see Technical Terms). He can never command more than two squares, and captures diagonally like a Bishop, but only on the two squares next his own. He, however, alone of all the chessmen has the privilege of promotion, i. e., on reaching an eighth square he may be exchanged either for a Queen or any other piece his player may select. The laws of the British Chess Association, which we adopt, provide that his player may refuse his promotion, in which case he remains a Pawn as before, but unmovable, and he is termed a "dummy" Pawn. We must, however, state that such a case can only very rarely occur in actual play, and that this law, though in our opinion theoretically sound, has little practical value for playing the game over the board, but may be of importance for the construction of problems.

CHAPTER II.

The Notation.

Each square of the Chessboard has a separate and distinctive designation. According to the English, French, Italian and Spanish system of notation, the different squares are called after the pieces. Thus, the square on which the King stands at the commencement of a game, is styled the King's square; that occupied by the Queen, the Queen's square, and so on—King's Bishop's square, King's Knight's square, King's Rook's square; Queen's Bishop's square, Queen's Knight's square, and Queen's Rook's square; the pieces on the King's side being termed the King's pieces, and those on the Queen's side the Queen's. The Pawns are named after the pieces to which to which they belong, thus: the Pawn in front of the King is called the King's Pawn; that in front of the Queen, the Queen's Pawn; that in front of the King's Knight, the King's Knight's Pawn, and so on. The square immediately in front of the King is called the King's second square; the next in front of that, the King's third square; the next to that, the King's fourth square, and so on; so that, on the same file, we have King's second, third, fourth, fifth, sixth, seventh, and eighth squares. Similarly, the square in front of that on which the Queen stands at the commencement of the game, is termed the Queen's second square, and so on to the eighth or last square of the file. In the same way, we have King's Bishop's second, third, fourth, fifth, sixth, seventh, and eighth squares, and so on, for all the other pieces.

In recording a game, the pieces and Pawns are designated in print, or in writing, as follows: K for King, Q for Queen, KB for King's Bishop, KKt for King's Knight, KR for King's Rook, QB for Queen's Bishop, QKt for Queen's Knight, QR for Queen's

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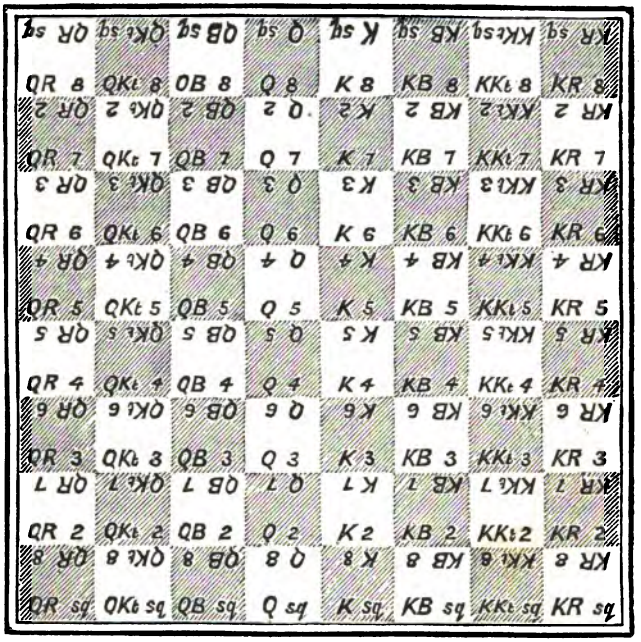
Rook, P for Pawn, KP for King's Pawn, QP for Queen's Pawn, KBP for King's Bishop's Pawn, KKtP for King's Knight's Pawn, KRP for King's Rook's Pawn, QBP for Queen's Bishop's Pawn, QKtP for Queen's Knight's Pawn, QRP for Queen's Rook's Pawn.

The other abbreviations used in notation are: sq. for square, ch. for check, × for takes, (dis. ch.) for discovered check, (dble. ch.) for double check, *e. p.* for *en passant* or in passing, + for better game, — at the end for inferior game.

It must be remembered that in the English, French, Italian, and Spanish notations, each player counts or reckons the squares *from his own side of the board; e. g.*, the White Queen's *second* square is the Black Queen's *seventh* square; the White King's square is Black King's eighth square; White King's Bishop's square is Black King's Bishop's eighth; and so on, i. e., each square of the Chessboard has two different denominations, as shown by the subjoined Diagram:

Diagram No. 8.



The German algebraic system of notation, however, is quite different and presents many advantages over the one noticed above. The eight squares of each row, commencing from the left-hand corner of the board, are designated by letters, from the letter "a" up to the letter "h," as illustrated by the Diagram on the next page.

Commencing from the same corner, the eight squares of each file are also numbered upward from 1 to 8, and by a combination of the corresponding letter and figure, each square is differently though quite distinctly marked. In describing a move, the square from which a piece starts, as well as that on which he lands, either in the ordinary way or by capture, is clearly indicated. Thus, White's Queen Rook's square would be marked by the letter and figure a1; White's Queen Rook's second square, a2; White's Queen Rook's seventh square, a7; White's Queen Rook's eighth square, a8; White's King's fourth square, e4; Black's King's fourth square, e5, etc. The move of Pawn to

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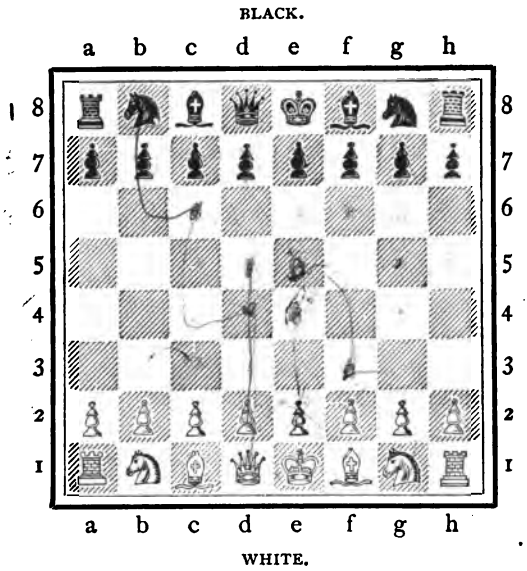
King's fourth for White would have to be described thus: e2—e4; and for the same move on Black's part the description would be e7—e5. Compare Diagram No. 9.

Diagram No. 9.



The great advantage of the German method consists in its conciseness, and in the lesser probability of a mistake occurring in writing down a move in a game by correspondence, or even in an ordinary game which has to be adjourned; whereas, comparatively more mistakes occur when other notations are used.

The fractional notation adopted in the present treatise possesses many advantages:

$$1\ \frac{\text{P—K4}}{\text{P—K4}}$$

$$2\ \frac{\text{KKt—B3}}{\text{KKt—B3}}$$

$$3\ \frac{\text{P—Q4}}{\text{Kt×P}}\quad 1$$

O-O castling (King's side)
O-O-O " (Queen's side)

The foregoing first three moves in Petroff's Defence illustrate the superiority of this system of notation over the old, time-honored method of recording the foregoing moves as follows:

1 P to K fourth or 4th	1 P to K fourth or 4th
2 KKt to B third or 3rd	2 KKt to B third or 3rd
3 P to Q fourth or 4th	3 Kt takes P, etc.

By the present system White's moves are recorded *above* and Black's *below* the line.

The sub-variations are inserted as follows, in the form of notes, which are referred to by numerals, as at Black's third move above, it being understood that in the subjoined example it is Black's turn to play:

1. If 3....P×P; 4 P—K5, 4 Kt—K5; 5 Kt×P, 5 P—Q4, etc.,

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a comma separating White's and Black's moves and a semi-colon being placed after each move of Black. If such sub-variation begins with a move of Black it is introduced as above with a leader, thus: .... The letter D marks a diagrammed positon.

In the January and February, 1889, numbers of *The International Chess Magazine*, Mr. Edwyn Anthony of Hereford, England, discusses the subject of Chess Notation in an interesting manner. He comes to the conclusion "That two systems, one arbitrary and the other significant, are alone in use at the present time, despite numerous attempts to overthrow them; and that effort should be directed to considering what improvements can be grafted on these present stems."

In pursuance of this plan, he proposes two modifications, one arbitrary and one significant, of the English method of notation, by which every move would be represented by three symbols only. His plan is ingenious and well worthy of consideration; but the difficulties in the way of the introduction of a new notation are serious. To obtain sufficient familiarity with it for ready use, a little time, study and practise would be required on the part of both writers and players; and there is a certain mental inertia to be overcome, which we fear it will be found difficult to do. But the convenience and economy of such a notation are fully demonstrable.

The Forsyth Notation.

This notation is the invention of Mr. David Forsyth, a Scottish amateur. It is fully described in the *Chess Players' Annual*, by Mr. and Mrs. T. B. Rowland, edition of 1889. It is undoubtedly the best method of recording a position, except the diagram.

The board is supposed to be placed before the player as is usual in diagrams, with the side of the white pieces next to him. It is then read as one would read the lines on a page, the rows of squares being regarded as the lines, beginning with Black's Queen's Rook's Square.

Thus the position in Game No. 3, of the Ruy Lopez opening, a diagram of which is given on p. 50, would be recorded as follows:—Beginning with the top row and counting from left to right, the first five squares, namely Black's QR, QKt, QB, Q, and K's squares are vacant. This fact would be recorded simply by writing the number 5. The next square is occupied by the Black King, and this would be recorded by a small *k*, small italics being used for the Black pieces and pawns, while Roman capitals are used for those of White. The remaining two squares of this row are vacant, which would be recorded by writing the figure 2. The entire upper row would therefore be recorded by three symbols, thus:—5 *k* 2. In like manner the next row would be recorded thus:—*2 p 2 r p p;* the records of the other rows would be as follows:—Third, *2 p* 5; Fourth, *p* 5 *r* P; Fifth, 4 *p p* 2; Sixth, 1 P B *b* 3 R; Seventh, P 2 P 1 P P 1; Eighth, R 3 K 3. If these be written together, the records of each row being marked off by semi-colons, we have the following complete record of the position:—Move 26. . . . R—KKt4; Steinitz 5 *k* 2; *2 p 2 r p p; 2 p* 5; *p* 5 *r* P; 4 *p p* 2; 1 P B *b* 3 R; P 2 P 1 P P 1; R 3 K 3; Max Judd.

This may be abbreviated by adding together the numbers at the end of each row and the beginning of the next, and ignoring altogether the divisions into rows, thus;—Move 26. . . . R—KKt4; Steinitz; 5 *k* 4 *p* 2 *r p p* 2 *p* 5 *p* 5 *r* P 4 *p p* 3 P B *b* 3 R P 2 P 1 P P 1 R 3 K 3; Max Judd.

In like manner the following problem would be recorded thus (the letter S being used for Knight, to avoid the confusion which is liable to arise between K and Kt):—

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Not abbreviated; 8; 5 *p* 2; P 7; K S 1 *k s* Q 2; 8; 6 S 1; 8; 8; mate in two. *Abbreviated;* 13 *p* 2 P 7 K S 1 *k s* Q 16 S 17.—2 moves.

A test by which errors would often be detected is that if each letter representing a piece or pawn be counted as *one*, the sum total of every recorded position must be 64, the number of squares on the board.

Gringmuth's Telegraphic Code.

This code is the invention of Mr. D. Gringmuth, a leading Russian problem composer, and has been adopted in several matches. An account of it may be found in *La Strategie*, the *Times-Democrat* of New Orleans, *The International Chess Magazine*, and the *Chess Players' Annual.* By means of it two different moves can be combined into one word for transmission. If telegraphing only one game the first two syllables would represent White's move, and the last two syllables Black's answer. In the match between London and St. Petersburg, in which two games were simultaneously contested, the two first syllables represented the move in the game in which the party sending the dispatch had the first move, and the two last syllables the move of the same party in the game in which their adversaries had the first move. The squares are designated as in the following diagram, and each move is designated by giving the square *from* which the piece or pawn is moved, followed by the square *to* which it is moved. By an extension of the code suggested by E. D. Nores in the *Times-Democrat*, the letter c, added to the last syllable, designates "*check;*" the letter t added to the last syllable means "*takes;*" similarly p means "takes pawn en passant;" l added to the symbols for the King's and Rook's squares, means Castles; q, r, b, k, added to the last syllable indicate that a pawn reaching the last row becomes respectively a queen, rook, bishop, or knight; and finally m means mate, and s, stalemate.

BLACK.

	m	n	p	r	s	t	w	z
a	ma	na	pa	ra	sa	ta	wa	za
e	me	ne	pe	re	se	te	we	ze
i	mi	ni	pi	ri	si	ti	wi	zi
o	mo	no	po	ro	so	to	wo	zo
o	bo	co	do	fo	go	ho	ko	lo
i	bi	ci	di	fi	gi	hi	ki	li
e	be	ce	de	fe	ge	he	ke	le
a	ba	ca	da	fa	ga	ha	ka	la
	b	c	d	f	g	h	k	l

WHITE.

Thus Game No. 2, in Philidor's Defence, p. 154, would be recorded as follows for telegraphing:—Gegoseso Kahireri Fefoteto Fosottogo Hiworiro Sosiwazi Cadipepi Wogorogo Fazowewi Zosozawa Daworari Bafarisi Hadonare Dosi.

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CHAPTER III.

The Laws of the Game.

We approve in the main of the Code of Laws of the British Chess Association, which has been adopted in many Chess Congresses.

THE CHESSBOARD.

I.—The board must be so placed during play that each combatant has a white square on his right-hand corner. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.

THE CHESSMEN.

II.—If, at any time in the course of a game, it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled. If, at any time, it is discovered that a man has been dropped off the board, and moves have been made during its absence, such moves shall be retracted and the man restored. If the players cannot agree as to the square on which it should be replaced, the game must be annulled.

THE RIGHT OF MOVE AND CHOICE OF COLOR.

III.—The right of making the first move and (if either player requires it) of choosing the color, which shall be retained throughout the sitting, must be decided by lot. In any series of games between the same players at one sitting, each shall have the first move alternately in all games, whether won or drawn. In an annulled game, the player who had the first move in that game, shall move first in the next.

COMMENCING OUT OF TURN.

IV.—If a player makes the first move in a game when it is not his turn to do so, the game must be annulled, if the error has been noticed before both players have completed the fourth move. After four moves on each side have been made, the game must be played out as it stands.

PLAYING TWO MOVES IN SUCCESSION.

V.—If, in the course of a game, a player moves a man when it is not his turn to play, he must retract the said move; and after his adversary has moved, must play the man wrongly moved, if it can be played legally.

TOUCH AND MOVE.

VI.—A player must never touch any of the men except when it is his turn to play, or except when he touches a man for the purpose of adjusting it; in which latter case, he must, before touching it, say, "I adjust," or words to that effect. A player who touches with his hand (except accidentally) one of his own men when it is his turn to play, must move it, if it can be legally moved, unless, before touching it, he says, "I adjust," as above; and a player who touches one of his adversary's men, under the same conditions, must take it, if he can legally do so. If, in either case, the move cannot be legally made, the offender must move his King; but, in the event of the King having no legal move, there shall be no penalty. If a player hold a man in his hand, undecided upon which square to play it, his adversary may require him to replace it, until he has

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decided on its destination; that man, however, must be moved. If a player, when it is his turn to play, touch with his hand (except accidentally or in Castling) more than one of his own men, he must play any one of them legally movable that his opponent selects. If, under the same circumstances, he touches two or more of the adversary's men, he must capture whichever of them his antagonist chooses, provided it can be legally taken. If it happen that none of the men so touched can be moved or captured, the offender must move his King; but, if the King cannot be legally moved, there shall be no penalty.

FALSE MOVES AND ILLEGAL MOVES.

VII.—If a player makes a false move—that is, either by playing a man of his own to a square to which it cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made—he must, at the choice of his opponent, and according to the case, either move his own man legally, capture the man legally, or move any other man legally movable. If, in the course of a game, an illegality be discovered (not involving a King being in check), and the move on which it was committed has been replied to, and not more than four moves on each side has been made subsequently, all these latter moves, including that on which the illegality was committed, must be retracted. If more than four moves on each side have been made, the game must be played out as it stands.

CHECK.

VIII.—A player must audibly say "Check" when he makes a move which puts the hostile King in check. The mere announcement of check shall have no signification if check be not actually given, If check be given but not announced, and the adversary makes a move which obviates the check, the move must stand: If check be given and announced, and the adversary neglects to obviate it, he shall not have the option of capturing the checking piece or of covering, but must "move his King" out of check; but if the King has no legal move, there shall be no penalty. If in the course of a game it be discovered that a King has been left "in check" for one or more moves on either side, all the moves subsequent to that on which the check was given, must be retracted. Should these not be remembered, the game must be annulled.

ENFORCING PENALTIES.

IX.—A player is not bound to enforce a penalty. This means that he does not subject himself in turn to a penalty by not claiming one due to him. This, however, only applies to contests between two players, but in tournaments and team matches it is often specially provided that in the interest of other competitors no player has a right knowingly to waive a penalty to which his opponent would be legitimately subjected. A penalty can only be enforced by a player before he has touched a man in reply. Should he touch a man in reply in consequence of a false or illegal move of his opponent, or a false cry of check, he shall not be compelled to move that man, and his right to enforce a penalty shall remain. When the King is moved as a penalty, it cannot Castle on that move.

CASTLING.

X.—In Castling, the player shall move King and Rook simultaneously, or shall touch the King first. If he touch the Rook first, he must not quit it before having touched the King, or his opponent may claim the move of the Rook as a complete

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move. When the odds of either Rook or both Rooks are given, the player giving the odds shall be allowed to move his King as in Castling, and as though the Rooks were on the board.

COUNTING FIFTY MOVES.

XI.—A player may call upon his opponent to draw the game, or to mate him within fifty moves on each side, whenever his opponent persists in repeating a particular check, or a series of checks, or the same line of play (in some tournaments this rule has been altered to the effect that after six such repetitions of checks, series of moves, or the same line of play, a draw may be claimed on either side), or whenever he has a King alone on the board, or

King and Queen
King and Rook
King and Bishop
King and Knight
— against an equal or superior force

King and two Bishops
King and two Knights
King, Bishop and Knight
— against King and Queen

and in all analogous cases; and whenever one player considers that his opponent can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty-move counting. Should he not be mated within the fifty moves, he may claim that the game shall proceed.

PAWN TAKING IN PASSING.

XII.—Should a player be left with no other move than to take a Pawn in passing, he shall be bound to play that move.

QUEENING A PAWN.

XIII.—When a Pawn has reached the eighth square, the player has the option of selecting a piece, whether such piece has been previously lost or not, whose names and powers it shall then assume, or of deciding that it shall remain a Pawn.

ABANDONING THE GAME.

XIV.—If a player abandon the game, discontinue his moves, voluntarily resign, wilfully upset the board, or refuse to abide by these laws, or to submit to the decision of the umpire, he must be considered to have lost the game.

THE UMPIRE OR BYSTANDERS.

XV.—The umpire shall have the authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to. He must always apply the laws as herein expressed, and neither assume the power of modifying, nor of deviating from them in particular cases according to his own judgment. When a question is submitted to the umpire or bystanders by both players, their decision shall be final and binding upon both players. The term bystander shall comprise any impartial player of eminence who can be appealed to, absent or present.

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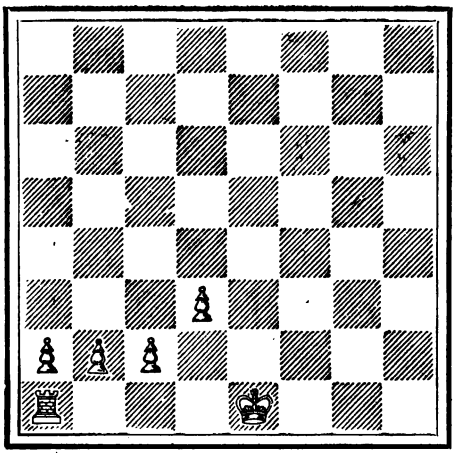
CHAPTER IV.

TECHNICAL TERMS.

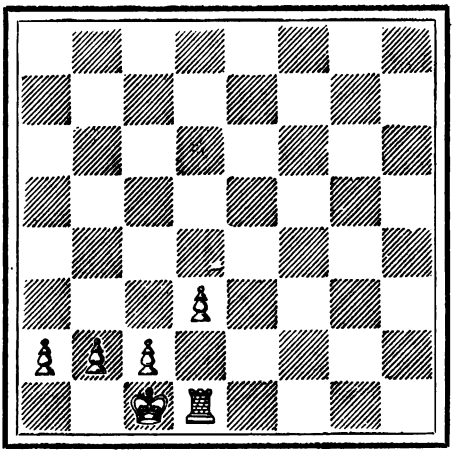
O—O

1. CASTLING.—Each player has the privilege once in the game only, subject to certain restrictions, of moving his King two squares in conjunction with placing on the square which the King has passed one of his Rooks. This operation—a compound move—is called "Castling."

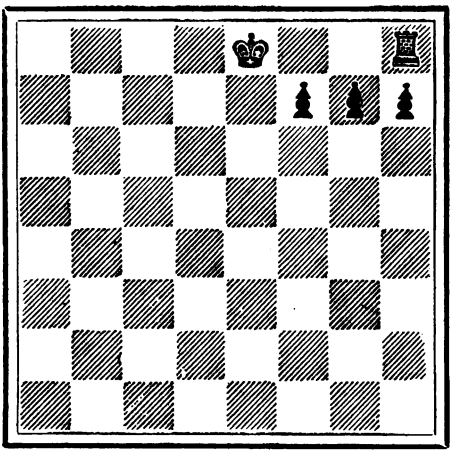
Position before Castling (Queen's side).



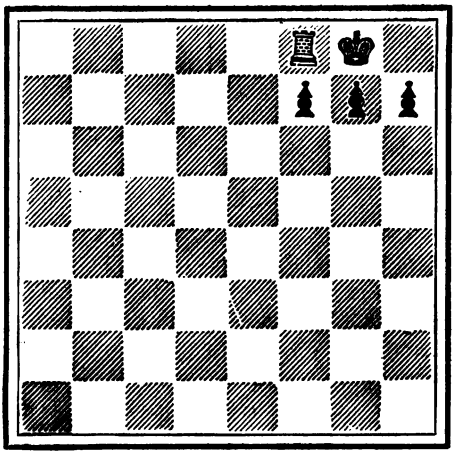
Position after Castling (Queen's side.)



Position before Castling (King's side).



Position after Castling (King's side).



Castling can only be performed subject to the following restrictions:—1. The King must not be in check; 2. He must not pass over or alight on a square commanded by a hostile man; 3. Neither King nor Rook must have been previously moved; 4. No piece must intervene between the King and Rook.

In Italy the following method of Castling was, and, we believe, is still practiced:—The King and Rook can be either placed on any square within the limits of and including their own two, provided they cross over each other. Thus, Castling may be effected

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in sixteen different ways, viz.: in six ways on the King's side, and in ten ways on the Queen's side. According to Staunton, Castling is only a modern innovation, In the Middle Ages, the King had the privilege of being played on his first move, under somewhat similar restrictions, two squares in any direction, from the square on which he originally stood, whether the intervening square was vacant or occupied.

2. QUEENING A PAWN.—A Pawn is "queened" when it has reached the last square of a file on which it is advancing, or when it captures a hostile piece on the eighth row. It may then be exchanged for a Queen or Rook or a Bishop or Knight. Thus a player may have two or more Queens, Rooks, Bishops or Knights on the board at the same time, or he may refuse promotion to his Pawn. The Committee of the London International Chess Congress, of 1862, decided that a player should have the option of refusal of promotion, as positions may occur in which promotion would involve the loss of the game; whereas, by refusal of promotion a draw could be obtained. The following position illustrating a case of that kind is quoted from Lowenthal's *Book of the London Chess Congress, of 1862:*

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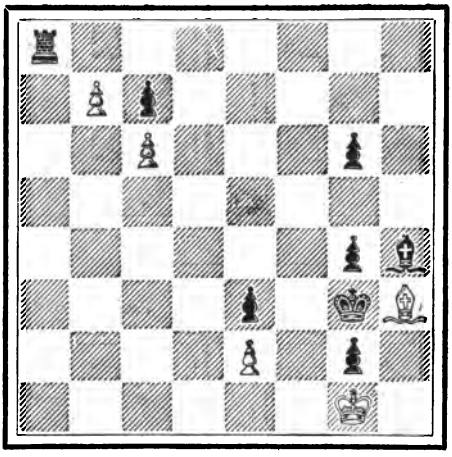

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Here, it is White's move, and if he capture the Rook with the Pawn and claim a Queen or any other piece, Black takes the Bishop with the Pawn and checkmates him next move. But, if he refuse promotion, the game is drawn; since if then Black capture the Bishop, White is stalemated, and if he move either Pawn or King, White takes the Knight's Pawn with the Bishop and draws, e. g.: 1 P×R (remaining a Pawn), 1 P—QKt4; 2 B×P (at Kt7), etc.

We approve of the decision of the Committee of the London Chess Congress, of 1862, although the "dummy" Pawn rule was denounced by some authorities. In Italy the Pawn was formerly always retained at the eighth square as a temporary "dummy" Pawn until a piece was captured for which it could be exchanged.

It sometimes happens that a player can win a game by claiming a minor piece or a Rook when he would lose by claiming a Queen.

3. CHECK.—The King is in check when he is attacked by a hostile piece or Pawn, and as his capture is not permissible according to the laws of Chess, warning must be given by the opponent calling "Check." One of three things must then be done: 1. The King must move out of check; 2. The hostile man that checks him must be taken;

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3. A piece or Pawn must be interposed between the King and the attacking hostile piece or Pawn. If none of these things can be done the game is lost, the King being checkmated.

4. SIMPLE CHECK occurs when the King is directly attacked by a single piece or Pawn.

5. DOUBLE CHECK is brought about when the King is attacked by two pieces at the same time owing to a discovered check.

6. DISCOVERED CHECK occurs when, by the removal of a piece or Pawn, check is unmasked from another piece.

7. PERPETUAL CHECK occurs when the attacked King cannot escape from one check without rendering himself liable to another.

8. STALEMATE is brought about when the King, although not at the moment in check, is so situated that he cannot be moved without going into check and when no other piece or Pawn can be moved. The game then is drawn.

9. SMOTHERED MATE, or Philidor's legacy, occurs when the King is so hemmed in by his own men that he cannot move out of check from a hostile Knight, which is the only piece that can adminster this mate.

10. EN PRISE.—A French term, signifying "exposed to capture." When any undefended piece or Pawn is attacked by a hostile man, it is said to be *en prise*, i. e.: liable to be taken.

11. J'ADOUBE.—Two other French words, meaning "I adjust" (see Law VI), to be used by a player when he touches a man to adjust its position on the board, without intending to move it, if it be one of his own men, or to capture it, if it be one of his opponent's men.

12. FORCED MOVE.—When a player has only one move at his disposal it is called a forced move.

13. FALSE MOVE.—Any illegal move, such as Castling when the King is in check or has been already moved, or moving a Bishop like a Knight, or a Knight like a Bishop or Rook, is called a false move.

14. MINOR PIECES.—The Knights and Bishops are termed minor pieces to distinguish them from the Queen and Rooks.

15. ROWS AND FILE.—When the men are arranged at the commencement of the game they are in two ranks. The horizontal ranks of squares are termed "rows" or ranks, and the vertical squares "files."

16. THE EXCHANGE.—Winning or losing a Rook for a minor piece is called winning or losing the exchange.

17. GAMBIT.—A word derived from the Italian, signifying to trip up in wrestling, used in Chess phraseology in certain openings, in which a player sacrifices a Pawn for the sake of obtaining an attack. The Pawn thus sacrificed is called the "gambit" Pawn.

18. DOUBLED PAWN.—Two Pawns of the same color on the same file are called doubled Pawns.

19. ISOLATED PAWN.—A Pawn which cannot be supported by other Pawns and stands alone on a file is called an isolated Pawn.

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20. PASSED PAWN.—A Pawn is called "passed" when there is no hostile Pawn to prevent its march to the eighth square.

21. To TAKE "EN PASSANT" OR IN PASSING.—On his first move in the game the Pawn has the privilege of advancing two squares. But, if in thus advancing, he passes a square attacked by a hostile Pawn, which is posted at a fifth square, counting from the opposite side, he is liable to be captured "in passing" by the said Pawn, which may intercept him in his passage as if he had only moved one square. For instance, after the moves 1 P—K4, 1 P—K4; 2 KKt—B3, 2 QKt—B3; 3 P—Q4, 3 P×P; 4 B—B4, 4 Kt—B3; 5 P—K5, 5 P—Q4; White's King's Pawn may capture the Pawn which has just advanced two squares as if it had only moved one square, which means that White may take off the Pawn at Black's Q4 and place his own King's Pawn at Black's Q3. Compare Diagram.

Position after White's 6th move, P×P en passant or in passing.

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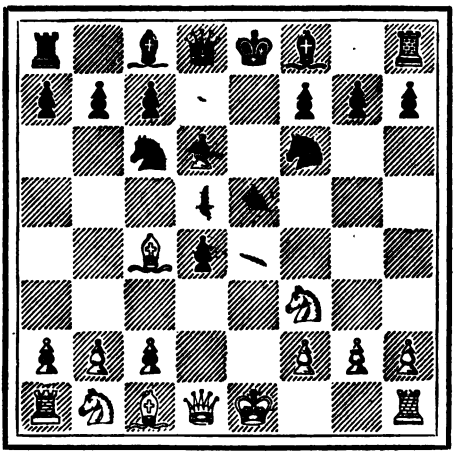

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But the capture "en passant" must be effected at once on the move, for the adverse Pawn cannot be thus taken subsequently. Only Pawns—not pieces—can capture or be captured "en passant."

The Pawn was not allowed formerly the privilege of taking "en passant," the rule having been first adopted in Spain in the time of Ruy Lopez, and afterwards legalized in France, England and Germany. Until quite recently it was not allowed in Italy.

22. DRAWN GAME.—When neither player can checkmate his adversary, the game is drawn. The following are instances in which this occurs:—1. By perpetual check; 2. When both players persist in repeating the same moves; 3. By stalemate; 4. When the stronger force cannot give checkmate within the number of moves specified in Law XI; 5. When the forces on either side are equal, or nearly so, as Queen versus Queen, Rook versus Rook or Bishop, etc.

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CHAPTER V.

Chess as a Training of Mind and How to Improve.

The practice of our noble pastime is in no way influenced by any element of chance, excepting that of temporary individual dispositions, which after all forms a most important element of strength, and the results of Chess contests are therefore strictly based on a scientific and logical foundation. Both parties are placed on a perfectly equal footing on starting, as regards the forces and their respective powers, and the same rules regulate the movements or actions of the combatants. It is, therefore, purely a battle of the reasoning qualities that decides the issue in a game of Chess, and the infinite variety of possible combinations in playing the game afford the widest scope for the exercise, and, therefore, the training of the logical as well of the imaginative faculties of mind. Since the introduction of our noble pastime in civilized countries a great number of the foremost thinkers, warriors and statesmen of different nationalities have been attracted by its charms, and some of them have devoted as much attention to the study and practice of Chess as to the cultivation of art and literature. In our time the game is becoming more widely popular among intelligent people in different countries, and it is almost universally recognized as a healthy mental exercise, which in its effects on the intellectual faculties is akin to that of physical gymnastics on the conservation and development of bodily strength. Moreover, the cultivation of the game seems also to exercise a direct influence on the physical condition of Chess players and the prolongation of their lives, for most of the celebrated Chess masters and authors on the game have reached a very old age, and have preserved their mental powers unimpaired in some instances up to their very last moments. It has also been computed that the average length of life of the general devotees of the game is the highest in comparison to any other class of men whose duration of life has been systematically subjected to statistical observation*.

This can be no mere coincidence, and, incongruous as it may seem to connect longevity with the study and practice of Chess, we believe the conclusion to be a sound one, which can be placed from experience on rational grounds.

It is only natural that men gifted with intellectual abilities will favor a mental pastime that exercises the highest qualities of mind, in a similar manner as men who are endowed with great physical powers will be attracted by recreations and amusements that develop and maintain their bodily strength. Once a Chess player becomes initiated in the elements of the game he derives an extraordinary amount of entertainment and pleasure from pursuing it, and a healthy spirit of emulation stimulates his ambition to become proficient in the noble pastime. He is then sure to learn by experience that any habits that are injurious to general health will also greatly disturb his capacity to do his best and to improve as a player, and that modes of living that are detrimental to a sound condition of body must be rigorously checked or else his play deteriorates. On the old maxim, "*mens sana in corpora sana*," it may therefore reasonably be assumed that as a general rule, with very few exceptions, ardent devotees of the game will be intelli-

*We make this statement on the authority of Mr. Jas. D. Séguin, Chess editor of the *Times-Democrat*, of New Orleans.

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gent people, who are possessed of healthy organizations, and as the practice of our pastime is conducive to habits that are beneficial to the preservation of good health, it will also greatly influence the prolongation of life.

Some of the foremost thinkers have spoken in the highest terms of the game of Chess as an intellectual amusement and as a mark of great capacity, and some of the greatest celebrities of different nations has devoted time and attention to the study and practice of its intricacies. Goethe, in his translation of "*Le Nepheu de Rameau*," by Diderot, endorses the opinion of the celebrated French philosopher who describes it as "the touchstone of the human brain." Prince Bismarck, in disparagement of mere rhetorical ability, once remarked that "great orators, as a rule, can neither play a good game of Chess or whist," which shows that this pre-eminent statesman thought more highly of the capacity for playing games of skill as a test of acumen than he did of the oratorical faculty. President Grevy of France is a great lover and supporter of the game, and during his Presidential term he offered prizes from the public funds for National and International Chess Tournaments in France. Buckle, the author of "*The History of Civilization*," was one of the greatest Chess masters of our age. Leibnitz, Voltaire, Lessing, Mendelssohn, Alfred de Musset, Frederic the Great, Napoleon I, and William I, were fond of the game and most of those famous men are reported to have acquired great skill as players.

The literature of the game belongs to the oldest on record in many languages, and its rapid increase in our time has been greatly instrumental in reviving the general popularity of our pastime, as it has facilitated the study of the openings and of practical examples of play between masters. The spread of the game all over the civilized world is, however, chiefly due to the inauguration of International Chess Congresses and matches between experts, which from time to time are organized in the principal capitals of Europe and the American Continent. These public exhibitions of Chess skill have been watched with the keenest attention by lovers of the game literally all over the face of the globe, for not alone the results of play, but also whole records of games have been communicated through the medium of the newspaper press and the cable to the widest distances on our planet*. Fresh talents have been constantly drawn out by those public tests of strength which have formed the training schools for some of the greatest masters of our time, who have developed novel, thereoretical and practical ideas that greatly help students of the game to overcome the chief difficulties in mastering the intricacies of our pastime.

These difficulties were in former days considered quite insurmountable, and proficiency in the "art of human reason," as Chess has been aptly termed by Gustavus Selenus (Duke August, jun., of Brunswick), was held to be the special privilege of only a very few. But undeniable experience has shown that prominence and even excellence in Chess may be acquired in a manner similar to that in which proficiency may be obtained in other accomplishments that require mental exertion, and that with proper training and study the large majority of learners may generally improve their Chess strength up to a very high degree at least, and sometimes to mastery.

At first sight the infinite variety of combinations that are possible on the Chess board may appear a most discouraging obstacle in the way of achieving success in the game, and it is only due to quote in that respect the following extract from an article

* It is due to state that the first example of bringing the telegraph into requisition for reporting all the moves of games of Chess was set by the *New York Herald* during the match between Messrs. Steinitz and Martinez, played in Philadelphia in 1882. This most enterprising journal has since published cable reports ot whole games played in the London Tournament of 1886, and during the contest between Messrs. Steinitz and Tschigorin, at Havana, in the beginning of 1889.

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entitled "The Inexhaustibility of Chess," by Mr. Edwyn Anthony, of Hereford, which first appeared in the *Chess Players' Chronicle* of 1878:

"To estimate the actual number of ways of playing even a very few moves is beyond the power of calculation, but to get something of an approximation to that number is very simple. Taking a variation of each of the openings as in Cook's *Synopsis*, we find that the first player has an average of 28, 30, and 33 ways of playing the second, third, and fourth moves respectively; 29, 31, and 33 being the corresponding numbers for the seconnd player. Of course both players have a choice of 20 moves on their first move. On the hypothesis that the number of replies open at each move is always the same whatever the preceding move may have been, and that the foregoing figures give those numbers, the number of possible ways of playing the first four moves only on each side would be 318,979,564,000. If, then, anyone were to play without cessation, at the rate of one set a minute, it would take him more than 600,000 years to go through them all. It would be difficult to say whether the above number is in excess or defect of the true one, but perhaps we may safely affirm that it is not likely to be out more than 20 per cent. either way. When we bear in mind that the number of possible ways increases for many moves, some thirty-fold for each move added, it is plain that the number of ways of playing twenty or thirty moves on each side is so great as to utterly transcend the grasp of the imagination. No doubt the ratio of the plausible to the possible number of moves at every stage is usually small, but after every allowance has been made for that fact, the varieties of play still remain enormous. In a very rough way, we may easily extend our survey. After the first four moves in a common form of the "Giuoco Piano" opening, White has 33 possible moves at command; and after eight frequently played moves in the "Evans' Gambit," he has a choice of 32 moves, Let us assume then for convenience of calculation that, for the next six moves on each side after the first four on each side, there is always a choice of thirty different ways of playing—a hypothesis probably below rather than above the actual fact, We thus get, by combination with the result quoted above, that the number of ways of playing the first ten moves on each side is 169518,829100,544000,000000,-000000. These figures are probably in defect rather than in excess of the actual number. On their basis, however, and considering the population of the whole world to be 1,483 millions (Levaseur's estimate), *more than 217 billions of years* would be needed to go through them all, even if every man, woman and child on the face of the globe played without cessation for that enormous period at the rate of one set per minute and no set was repeated."

In this connection it will be interesting to mention that the first player has the choice of 20 different moves to start with—namely, the moves of the eight Pawns one or two squares—and of each of the two Knights to two different squares—whilst the opponent has the option of 20 different answers to each one of the first player's 20 moves. There are, therefore, 400 different ways of making the first move on each side without proceeding any further, and 400 is therefore the unit in the arithmetical progression for the purpose of calculating the number of combinations that are possible in playing the game. But it should be remembered that there is a like infinity, from the mathematical point of view, in the art of music, which has nevertheless become popular, and it has been found that the talent for music, which is almost universal among civilized nations, can be cultivated and extended by study and practice. We believe that this is also true of Chess, and the knowledge of the game could be made even easier of acquirement by the great majority of people than it is now, if rational modes of improvement were to be adopted.

The advice which we offer on the subject is, in the first place, that a learner should seek as much as possible to play on even terms with superior players. From experience and observation we feel sure that he will learn much faster in this manner than by taking odds. The latter method of practice engenders the habit on the part of the odds-receiver of exchanging pieces without any other motive than to reduce the forces. He may also with comparative impunity commit many mistakes anyone of which would surely cost him the game if he started on even terms, and the object of the student ought not to be so much to win games as to train himself to play correctly. By taking odds a player loses the opportunity to observe the finer points of play of his adversary who on account of his inferiority in force cannot always afford to adopt the best strategy

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and is more apt to resort to lines of play which he knows to be unsound, relying on the inability of the weaker player to perceive the correct reply, Moreover, the openings in games at odds are quite different from those adopted in even games and, therefore, the odds-receiver is not advancing in one important branch of Chess knowledge, For these reasons we also think that handicap tournaments ought to be discouraged in Chess clubs, and if it be desirable at all to offer special inducements of chances of prizes to weaker players who are not satisfied with the opportunities of better practice with their superiors on even terms, then the odds might be given by a method which we believe was first adopted in the Bohemian Chess Club of Prague, namely: to give the advantage of half a game or more in the score to the weaker players.

One thing that we would especially urge upon the Chess student is that regularity of study and practice very much facilitates making rapid progress. The player by fits and starts will scarcely ever improve and it is much better to devote to Chess one hour per day for six consecutive days than six hours one day in the week. In order to strengthen the powers of Chess perception and memory, a good habit to cultivate is that of playing over from recollection one's own games, or more especially selected and well annotated published games played by masters. One great advantage of the published games is that when the memory occasionally fails it may be refreshed by reference to the publication.

A very important point is always to observe strictly the law of "touch and move." But the temptation to take back a move is very great with a beginner; and it has been found desirable for this purpose to play for a small stake, as this causes it to be considered a point of honor to play strictly according to the rules. This practice has become usual in the principal Chess clubs of Europe, as well as in the larger cities of the United States and in Havana. Other advantages of playing for a small stake are that it tends to promote greater care in the play and to check comments or suggestions from the bystanders. The game of Chess is so utterly unsuited for gambling that no danger is incurred by the practice, and the players usually know each other's strength, and either the score is about even or the weaker player fully expects to lose, but is willing to pay as a fee for the amusement and instruction which he receives from his adversary.

In advance of a separate treatise on problems which we intend to publish in another volume of this work, we may state that the study of this beautiful branch of our science is extremely useful for the purpose of developing and increasing strength in practical play. It is especially the faculty of precision which has to be exercised absolutely in the study of problems, whereas in the game the winning process may often be effected in many different ways. Yet quite as often it requires the greatest exactitude of calculation to make sure of a plan to be adopted in actual play, and the study of compositions where the utmost power of the forces has to be employed in the fewest number of moves is therefore a splendid training for the purpose. Some of the greatest players, like Morphy, Anderssen, Blackburne, etc., have devoted great attention to this subject, which has grown to almost a separate art, and it is especially noteworthy that a more brilliant style is usually acquired by masters who combine practice over the board with the study of problems. This is only natural, as the brilliant combinations mostly occur in the direct King's side attack, and the various beautiful mating positions which are brought out in problems lead, therefore, to the conception of similar ideas in actual play. But we wish to point out particularly that, though it is better for the student to try and solve problems, this is by no means absolutely necessary in order to derive great benefit from the study of that branch of Chess. Especially a beginner will find it most entertaining and instructive to compare over the board the compositions with the solutions from any problem collection by first-class authors, or from periodicals where usually the solutions

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are published in full in the next number after the problem has first appeared. Advanced students may, in a similar way, assist their perception by looking at the key move in a problem of more than two moves, but all the variations ought to be carefully played over or worked out. In that way, and provided that this be done with great regularity, about three or four problems per day, the student will soon become familiar with many leading ideas in very difficult problems, and after sometime he will be able to solve them almost at a glance from the diagram.

CHAPTER VI.

The Modern School and its Tendency.

The object of the game, as already explained, is to checkmate the adverse King as early as possible, and the whole play of each party has to be made subservient to that end. Theorists and practical experts have naturally attempted to effect this purpose, or at any rate to gain some material advantage by a direct attack against the hostile King in the opening, and in numerous instances they have succeeded in proving that Pawns and pieces may be given up very early in the game for the purpose of harassing the adverse King and with the effect of accomplishing the mate, or at least of recovering material greater in value than what had been temporarily sacrificed. Generally such attacks are essayed in practice by the first player, or advocated in analysis for the same party, and it was always admitted that the second player cannot obtain such opportunites in the opening excepting when a fault is committed by the adversary. But later researches and practical trials among masters have proved that such sacrifices early in the game, even of the first party, are mostly unsound or else they succeed only in consequence of moves on the other side which can be demonstrated as errors of development.

In fact it is now conceded by all experts that by proper play on both sides the legitimate issue of a game ought to be a draw, and that the right of making the first move might secure that issue, but is not worth the value of a Pawn. It therefore follows, that theoretically as well as practically, among first-class masters of equal strength, not a single Pawn can be given up by either party at any stage of the game without at least greatly endangering the result, unless it can be soon recovered. But, moreover, it has been proven beyond any doubt that, irrespective of an attack against the adverse King, the mere weakness of any square on any part of the board (of which we shall give some further explanation) will cause great inconvenience and trouble and very often will be fatal. In the middle of the game such points will generally be occupied by a hostile piece that will exercise a menacing attitude, and will be extremely difficult to dislodge, which often gives the adversary time to strengthen his position, either by bringing more of his forces to bear on such a point or by obtaining greater freedom for his other pieces for the formation of an attack in another direction. A game will generally be lost when such a vantage ground can be taken by the opponent on the King's side or in the centre before the exchange of several pieces have been effected, but such weak squares are also dangerous in the ending after the exchange of Queens and Rooks, and when the Kings are brought into play, for it is then mostly important to gain moves with the Pawns, and the side that is free from weak points will have a great advantage for that purpose.

But it is specially as regards the powers of the King that the modern school deviates from the teachings and practice of old theorists and Chess masters, and we consider it

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established that the King must be treated as a strong piece both for attack and defence. This means that so far from the King requiring great protection early in the game a few simple precautions which we shall further explain, will render him so safe that any attempt at attacking his wing will be more dangerous for the opponent than for himself. For such attacks can only be formed either by advancing Pawns on that wing, in which case those Pawns become weak for the ending, if the attack fails; or else by directing several pieces against the adverse King and thus deploying them for defensive action on some other point of the board where the opponent may break in with superior forces. But, moreover, several forms of openings have been developed in which the King, though apparently on the defensive for some time, is brought into action early in the game, and after withstanding a seemingly vehement attack, obtains perfect security with the superior position generally for the ending, by means of forcing the exchange of heavy pieces after having gained some advantage in material, but sometimes also in the middle game, with nearly all the principal forces of both parties on the board.

These are in the main the leading ideas of the modern school, as it has been called, though in fact, they formulate no more than an extension in general of maxims of play which with the intuitive instinct of genius have already been adopted by old masters and theorists in some of the openings. For instance, the Bishop's Gambit and the Salvio Gambit show, that though the King has to move early and is deprived of the right of Castling, a strong attack can be formed with the minor pieces, owing to the Queen being brought out early into the adverse game. Likewise the French defence on the very first move of the second player obviates beyond any manner of doubt, for a great number of moves, all sacrificing tactics and even the combination play on the part of the first player, and calls at once for the very treatment that is now advocated as the classical one by best play on both sides, and which consists in a steady development without any sacrifice of material, circumspective attention to the balance of forces and of position on all parts of the board, and the accumulation of small advantages if possible. The principal thesis of the modern school may be briefly summarised thus: Among first-class masters the capture of the adverse King is the ultimate but not the first object of the game and by best play on both sides a draw ought to be the legitimate result.

When it is remembered that a mere alteration in the order of a few consecutive moves sometimes leads to an enormous number of new variations it will be easily understood that a change of a whole system involved the introduction of innumerable new lines of play and the development of novel ideas that were often in direct opposition to popular notions and tastes. Objections have been raised against the reform chiefly on the ground that its tendencies are calculated to abolish or at any rate to reduce brilliant combinations which it is assumed are the special characteristics of the direct attack against the King. We can only answer that this is a sort of sentimental objection that ought to exercise but very little influence on our game which is essentially of a scientific character. We entirely agree with Baron von Heydebrand und der Lasa who lays down the sound maxim: "The simplest and the shortest way of winning is the best." Correctness of judgment and calculation ought to be chiefly cultivated in the exercise of our pastime, and it merely shows primitive taste to prefer brilliancy to soundness. Elegance of style when opportunity arises is no doubt an attribute of a great master, but the fact should never be lost sight of that the brilliant sacrificing combinations can only occur when either side has committed some grave error of judgment in the disposition of his forces, and therefore, only very rarely in important games between first-class masters. Thus, for instance, in the matches of Morphy against his most prominent opponents such brilliant sacrifices occurred only in 2 games out of 63, and the extraordinary elegance and dash of Morphy's style was chiefly shown in his blindfold performances, games at odds and skittle play

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against more or less inferior opponents. The same observation applies to the practice of Chess masters of our time who have greatly increased in number, and as the game has also grown more popular the opportunities arising for first-class players of displaying their ingenuity against less skilled opponents are more frequent. In our opinion the brilliancies have in no way been reduced in proportion and on the contrary they have become common even among players who do not belong to the very first rank. The special prizes for instance which are sometimes offered in tournaments for the most brilliant games are generally taken by competitors who do not obtain a high score. This goes to prove that a certain element of hazard is introduced into the aim for brilliant combinations and only those who have little to lose run the risk. But even the sound combinations that involve great sacrifices very rarely present difficulties as great as the maintainance of the balance of position, and the strategy required in leading up to the final winning process. Very often each player has to look far ahead of possible brilliant combinations on the part of the opponent and accordingly adopts means of prevention which, though apparently simple, require greater depth and ingenuity than the plans which they obviate. Players who exercise their faculties for the purpose of acquiring soundness of judgment in general will also strengthen their perceptions for the most complicated manœuvres of the King's side attack.

CHAPTER VII.

Relative Value of Pieces and Principles of Play.

One of the most important exigencies in the conduct of the game is the exercise of the most critical judgment in estimating the relative value of the Pawns and pieces which must be strongly taken into consideration in effecting exchanges, as well as in the formulation of general principles for the guidance of play in all parts of the game. But owing to the endless number and variety of combinations that are possible over the board, it has been found impossible to give more than an approximate theoretical and practical comparison of the relative powers of the men. In Staunton's *Handbook*, page 34, it is stated that some scientists have calculated the approximate mathematical value, to be as follows: Taking the Pawn as the unit, the Knight is worth 3.05; the Bishop 3.50; the Rook 5.48, and the Queen 9.94. On this basis, which in the main is in accordance with our own experience and observations, we shall proceed to indicate, in connection with the above approximate valuation, some of the most important general principles of regulating the actions of the men which we believe are now mostly accepted by the strongest masters of the day, and the knowlege of which very often enables the player to dispense with analysis, or at any rate greatly assists his calculations. As, however, already explained in our preface, the scope of this work will not enable us to illustrate the application of our guiding maxims any further than is done in our notes to our analysis and selected games. We shall now endeavor to describe seriatim and briefly the powers of each man, and its most favorable mode of development, as well as to offer some hints as far as practicable about its value and action in the middle game and in the ending.

The King is considered invaluable, according to all authorities, on account of his not being liable to capture or exchange, which also involves the complication of his having to move out of check, or to cover the same, or to capture a checking man to the

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exclusion of the choice of other moves. Baron von Heydebrand in Bilguer's *Handbuch* very properly describes the power of the King for the Pawn ending as stronger than any minor piece, namely, a Knight or a Bishop. We are inclined to extend this valuation to all parts of the game, and we would add that the action of the King combined with one defended Pawn is about equal to that of a Rook, provided that neither the adverse King nor any other hostile man can co-operate with the latter. We agree in the main with the authorities who recommend that the King should as a rule castle early on the King's side, but this refuge of the King is sometimes fraught with danger when one of the Pawns on the King's wing—more especially the KKtP or KRP—have been previously moved or may soon be compelled to advance. Likewise when the opponent has obtained the majority of Pawns on the Queen's side it is generally better not to widen the distance between the King and the adverse majority, as the King is a powerful piece in the ending for stopping the hostile Pawns. In either of these cases it is desirable to aim first at an exchange of Queens and some minor pieces and to postpone Castling or not to Castle at all. The King is sometimes brought into play at Q2 after developing the minor pieces on the Queen's side, or at KB2 after the advance of the KB P. Castling on the Queen's side is not often advantageous, for it leaves the QRP undefended as the *Handbuch* rightly points out. The notable exceptions are when the Queen's file has been opened for the player who Castles on the Queen's side, while the adversary cannot open that file; or when the Pawns on the King's side can be advanced for a strong attack with the co-operation of other pieces against the adverse King who has Castled on the other side. In Castling on either side, it should be remembered, that the RP, KtP and BP on that wing in conjunction with a minor piece, generally a B or a Kt at B3 or at B sq. (after removing respectively the KR—K sq. or K—B sq.) form an excellent protection against the larger majority of attacks that can be planned by the opponent. The advance of either of these Pawns should therefore be postponed as long as possible, or else it will form an easier mark for the attack of the hostile men, and one of the minor pieces should be kept within convenient reach of B3 or B sq. on the side on which the King has Castled.

Excepting some openings that will be specially treated in this work it is rarely good play to move the King in the early part of the game. But this may be resorted to even with advantage in some cases when the opponent allows his KP to be taken with a Kt in order to gain the KBP for it. For instance, after the moves 1 P—K4, 1 P—K4; 2 B—B4, 2 KKt—B3; 3 QKt—B3, Black though the second player may now safely reply 3 . . . . Kt×P and allow his King to be disconcerted for a little while by the answer 4 B× P ch., for after 4. . . . K×B; 5 Kt×Kt, 5 P—Q4; 6 Q—B3 ch., 6 K—Kt sq.; 7 Kt—Kt 5, 7 Q—Q2; the attack will be soon transferred to Black who has gained the advantage of the strong combination of two Bishops and the formation of an excellent centre. Some other analogous cases arise sometimes in the opening and may be treated in a similar manner. Occasionally it becomes necessary in the middle game either for purposes of attack or defence to remove the King from one side to the other, and sometimes by way of squares in the middle of the board. Such a movement ought only to be adopted with the greatest precautions for it generally involves the loss of costly material especially when Queens are not yet exchanged. But on the other hand, the strong defensive powers of the King ought to be fearlessly estimated, and when no such loss is threatened or the opponent cannot bring sufficient pieces up for the attack, it should be remembered that it requires a combination of great powers to mate the King. For instance, when he stands on any of the border squares and is not blocked by any of his own men, he can only be mated by forces that are rarely available for such a purpose in the middle game. A single piece will often cover his retreat or at least delay mating operations even against

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Q and R combined. And when the King travels in the middle of the board without being obstructed in his movements by his own forces, it requires at least the combined strength of Queen, Rook or a minor piece, and one Pawn, which, moreover, must be in a special favorable position for the purpose, in order to effect mate. Staunton justly warns against giving useless checks, but recommends as generally good play, to give a check early in the game when by so doing the adverse King can be compelled to move and thus be deprived of the right of Castling. The same authority also says: "Do not in all cases take an enemy's Pawn that stands before your King—it may sometimes serve as a protection to him."

In the ending the King is a powerful piece for assisting his own Pawns or stopping the adverse Pawns. In trying to stop an adverse passed Pawn that cannot be supported by his own King, it must be observed that the King must stand or be able to move to any square of a quadrate that can be formed by taking as a measure of one line, the number of squares from the one inclusive on which the Pawn stands up to that of the top row inclusive. Thus, for instance, if White's Pawn stands at QR3, the four points of the quadrate are the squares at QR3, QR8, KB8, and KB3, or respectively for Black, QR6, QR sq., KB sq., and KB6. If Black's King stands on nny square from KB sq. up to KB6, and therefore at the greatest distance between the position of the Pawn and any square of the quadrate, he will still catch the Pawn even if the latter has the move. To give another illustration, we assume that White's Pawn stands at QR5 and in that case Black will be able to stop the P if he stands or can reach any square from Q sq. to Q4. But it should be noticed that if White's Pawn stands on its original square at QR2, the Black King standing on the furthest file of the quadrate, namely: on any square from KKt sq. to KKt7 inclusive, must have the move in order to stop the Pawn, as the latter can move two squares at starting. Likewise in any original position of the Pawn, the adverse King, if standing on any square of his 7th row without at once being able to capture the Pawn, must have the first move, even if he is within the quadrate in order to stop the Pawn. But unless the King stands on the file in front of the Pawn, the latter can never be stopped if there are more than four squares in any straight direction between the King and the Pawn.

The Queen is the most powerful piece on the board, and for that reason should not be subjected to attacks from inferior hostile men by being brought out early in the game. As the *Handbuch* points out it is dangerous, especially in the opening, to place the Queen on the same file or diagonal as the King. Before the game is well developed, three pieces including the Rook, or two Rooks, may be given up for the Queen with advantage, but when the adverse position is well defended and the pieces can be brought into co-operation, three pieces, including one Rook, or two Rooks are superior to the Queen. Two Knights and one Bishop are generally inferior to the Queen. The most favorable points of development for the Queen are Q2 after developing the QB, or QB2 as well as QKt3 after moving P—QB3. The latter development is especially attacking in forms of openings where the KB is played to QB4. It is rarely good to play Q—K2 or KB3 in the opening, but such posts may sometimes be selected without disadvantage when the adversary has already played P—QB3 or is otherwise prevented from bringing out his QKt—QB3, whence the Queen would soon be attacked by Kt—Q5. In some of the close games, the Queen may be developed at QR4 after moving the QBP in order to post the KR at Q sq. and the QR at QB sq. after developing all the minor pieces. In openings in which the QP is advanced to Q4 the attack is often formed against the adverse King's side, by placing the Q at Q3 after having manœuvred the KB on the same diagonal at QB2 or QKt sq. Another favorable post for the Queen in attacking the King's side is at KKt3, and in some cases like

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the counter-attack in the Evans' Gambit declined, or the new attack adopted by the author against the French Defence, the Queen may advantageously be brought out at KKt4 for an early attack. Yet a player should always be very cautious before capturing a hostile Pawn or even a piece with his Queen, as situations often arise in which the Queen can be afterward blocked out and ultimately caught for inadequate material; or at any rate her return into her own camp is thus delayed until the opponent has gained time for instituting a formidable attack.

THE ROOK. Owing to the original position of this piece, which is blocked up by its own men, and the nature of its movements, it cannot be made much use of in the early part of the game. The KR is in many respects superior to the other for opening engagements on account of the earlier facilities for Castling on the King's side. The two minor pieces on the King's wing can be sooner developed into attacking or commanding positions in most open games, whereas on the other side, the Queen has to be brought out in addition to the two minor pieces, which in their early development do not threaten much and leave the opponent the option of many more replies. In the majority of openings commencing with 1 P—K4, the Castling on the King's side also offers the first opportunities for opening a file for the Rook by advancing P—KB4, and this is of the utmost importance for that piece, which can only be brought into action on open files or rows. It should be noticed that the two combined Rooks are in the most favorable position for attack and defence when doubled on an open file. One of the most powerful attacking posts for one Rook and still more for the two combined Rooks, is on the 7th row, for usually some of the Pawns of the adversary are stationed on their original squares and are thus more liable to capture. Such a situation of Rooks also often forms an irresistible attack against the adverse King, which is usually confined on the front row. Other common ways of leading the Rooks for an attack against the King's side, is to bring one of them by way of KB3 to KR3, after the advance of P—KB4 and after the exchange or dislodgment of the adverse QB, and then the other Rook in a similar manner to KKt3. Such an attack, if well supported by minor pieces or the Queen, is often most formidable, but nevertheless, its prospect of success must be well weighed, for if the attack fails, the heavier pieces remain uselessly packed together on the King's side, and the opponent has the better chance of winning if he can in the meanwhile form an attack with his Pawns in the centre or on the Queen's wing.

Two co-operating Rooks are stronger than the Queen when all points are well defended, but more especially when the King is well guarded against harassing checks. But it should be remembered that the Rooks are rather clumsy pieces to handle, while the agility and long range of the Queen in all directions afford for the latter many opportunities for defence and attack, especially in conjunction with one or more minor pieces. The *Handbuch* remarks that the Rooks are most fitted for supporting the advance of passed Pawns, but much less strong for stopping them, whereas Queens and Bishops are powerful pieces for checking the Pawns. It is therefore advisable for the party that has strong Pawns to exchange Queens and Bishops and to retain the Rooks, while the contrary policy should be adopted for the defence. The Rook is generally slightly stronger than a Knight and two Pawns; while a Bishop and two Pawns are in practical play a shade stronger than the Rook. A Rook and two Pawns are superior to two Knights and a little better than Knight and Bishop, but about equal with two Bishops. Two Rooks are a little stronger than two Knights and a Bishop, but slightly inferior to two Bishops and a Knight. In all cases, however, a great deal depends on various considerations that have also to be borne in mind when a minor piece is given up for Pawns, namely, the position of Pawns, and whether their majority is compact on one wing or divided, whether the King can support his Pawns or whether the adversary's King is nigh

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enough to stop them, whether or not one or more passed Pawns can be formed, and whether there are other Pawns on the board that are liable to capture or are well defended. It also must not be lost sight of that the party having the Pawns, and provided there are no other Pawns on the board, or all others can be exchanged, has the only chance of winning, whereas the party thus fighting against the Pawns can only play for a draw.

In the ending when trying to advance one or more passed Pawns without the King and against the adverse Rook alone, it is generally best to place the Rook behind the Pawns in order not to obstruct their advance. But when fighting against hostile Pawns, it is mostly advisable to attack them in the rear or to stop the one furthest advanced in the same manner. Two passed Pawns on adjoining rows will win against the Rook with or without the move when they have both reached the sixth square of their file, provided that the adverse King is at least at a distance of three clear squares from the Pawn next to him, and that neither Pawn can be taken by the Rook at once. In a similar manner, three adjoining passed Pawns on the fifth squares of their file will win against the Rook with or without the move if the adverse King is at a distance of at least four clear squares, and provided that neither Pawn can be taken at once by the Rook. But it is necessary to know that if the Rook attacks any of the Pawns excepting the middle one of the three, the Pawn thus attacked should be given up and one of the others should be pushed, when the remaining two will secure reaching the sixth square before the adverse King comes up. If, however, the Rook attack the middle Pawn that Pawn must be first advanced.

The Bishop. The relative value of this piece has given rise to different opinions among masters and authorities. Some have shown or expressed a distinct preference for the Knight in the ending and it has also been asserted that in conjunction with Queen and Rook, the Knight is stronger than the Bishop. But after careful consideration of the average of positions that have attracted our attention and the few exceptions positively in favor of either piece, we have come to the conclusion that the power of the Bishop corresponds for practical purposes with its estimated superior mathematical value over the Knight in the opening, and in the middle part as well as in the ending, and in the majority of combinations with other forces. The great power of the Bishop, especially in conjunction with the other Bishop for attack in all directions, as well as for the defence has been first systematically and consistently demonstrated in practice over the board by the great German master, Louis Paulsen, who may be regarded in many respects as one of the chief pioneers of the modern school.

In the opening the KB is preferable to the other on account of his usual aggressive bearing against the hostile King's side. His best post in the development of open games is at QB4, whence he is often retreated to Q3 or QB2 after advancing P—Q4 and P—QB3 if the opponent has Castled on the King's side. In some openings in which the adversary is enabled to bring his Kt—K4, or in close games, or when the opponent threatens an attack on the King's side by bringing his pieces or Pawns to bear against the KKt5 square, the KB is sometimes better posted at K2 in order to avoid its being exchanged for a Knight or for other defensive purposes. The QB is mostly developed at Q2 or K3, but in some openings he can be kept at home for a long time until P—KB4 can be played with advantage, and in case the adversary capture that P with the KP, an excellent game will often be obtained by retaking with the Bishop. As already stated it is often useful to keep the respective Bishop within reach of the B sq. on the side on which the King has Castled. It is usually best to keep both Bishops in communication with both wings and for that reason as well as on account of the superior value of the Bishop it is very rarely of advantage to pin an adverse Knight. Notably should the pinning of the hostile K Kt by QB—KKt5 be avoided excepting when some clear advantage or compensation

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can be perceived. For the opponent by attacking the Bishop with P—KR3 will either effect an exchange more favorable to himself, or the Bishop will have to retreat with great loss of time. It is generally disadvantageous to allow the QB to be driven back to KKt3 out of communication with the other wing, especially when his Knight is posted at KB3. For defensive purposes it is generally advisable to retain the Bishop of the color on which the majority of Pawns are placed or likely to be fixed, more especially when such Pawns are stationed on different separated diagonals. For the attack, the Bishop should be retained of that color on which the majority of the adverse Pawns are placed and an advantage will then generally be effected by endeavoring to break through with well supported Pawns. The superiority of the Bishop over the Knight is also shown by the fact that the former when placed on any square of the board will command at least 7 squares of one or more clear diagonals. In the middle of the board at K4, K5, Q4 or Q5, he will command 13 squares. On the other hand, the action of the Knight may be reduced to the command of no more than two squares, if he be placed into any of the four corners of the board, and the maximum of squares which he can command is eight.

The great power of the two Bishops combined has already been alluded to. They are a little superior to Bishop and Knight and considerably stronger than two Knights. With the qualifications mentioned in our description of the properties of the Rook where we have also given some comparative valuations of Bishop and Rook with Pawns on either side, we would further compute that two Bishops and two Pawns are considerably stronger than Rook and Knight, and that one Bishop is much better than three Pawns. But it should be pointed out that two passed Pawns on the sixth row even if separated will win against the Bishop with or without the move, if neither can be taken at once, and the adverse King stands at least three clear squares distant from either Pawn. On the other hand, a Rook would easily stop such two or even more separated passed Pawns if they cannot be supported by their King for some time, by simply placing the Rook on his second or first row.

THE KNIGHT. Some of the old authorities maintained that this peculiar piece should not be brought out in any manner as to block one of the Pawns, and therefore not at B 3 before having advanced the respective BP two squares. The King's Gambit and the Bishop's Gambit are founded on that theory. But it is now universally acknowledged among experts that 1 P—K4 on each side, 2 KKt—B3 or 2 QKt—B3 are excellent moves, and in most openings the defence ought also to bring out the two Knights on their respective third squares without minding the blockation of the Pawn in front of them. After Castling on the King's side it is generally a good plan to remove the KKt in order to advance P—KB4, and often Kt—K sq. is the best retreat for the purpose. But we disapprove on general principles of the plan sometimes adopted of playing P—K R3 in order to retreat Kt—R2. The QKt is often manœuvred from QB3 via K2 to KKt 3 for the attack, but he is also developed sometimes via Q2 to KB sq. either before or after developing the QB and thence to KKt3 or K3 with good effect. When either Knight can reach the adverse KB5 without being liable to be driven away or exchanged he will occupy a very menacing position against the adverse King's side, which will greatly strengthen any attack in that quarter. The Knights are well adapted for entering into "a hole" or a weak square of the adverse game (of which terms we shall give some further explanations anon) especially when supported by Pawns on each side. A Knight is only very slightly stronger in general than three Pawns. Of its other relative valuations we have already spoken under the previous headings, but it is a peculiar feature of the Knight that he will be generally stronger than the Bishop in the ending when the opponent has a doubled Pawn that cannot be dissolved, more especially when the one in front is of the opposite color of the Bishop and is not protected by another Pawn,

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for then the Knight by attacking that Pawn will at least keep the adverse King engaged for its protection, while his own King will be free for action. This ingenious maxim was chiefly brought into recognition by Herr Winawer.

THE PAWN. The skilful management of the Pawns which form a phalanx before the King and the other pieces, is one of the most important items in the conduct of the game. Owing to the privilege of promotion to a Queen, or any other piece chosen, which the Pawns possess when reaching the eighth square the loss of one of them is in the large majority of cases fatal among first-class masters. It is, moreover, now recognized among experts that not alone the weakness of one single Pawn but also that of one single square into which any hostile man can be planted with commanding effect, will cause great trouble, and often the loss of the game, and that by proper management of the Pawns such points of vantage need not be opened for the opponent.

The centre Pawns, namely, the KP and QP will have to be moved in the larger majority of openings sooner or later in order to free the pieces on each side, and they are not alone the best fitted for commencing operations, but we would lay it down as a rule that they are the only ones that ought to be moved in the early part of the game for various reasons. In the first place, as long as the three Pawns on each wing remain unmoved; there is no weak square or "a hole" on the side which takes that precaution. The latter term which is now generally accepted as a technical definition, was first used by the author in *The International Chess Magazine* of November 1886, where the disadvantage which it is intended to describe was also first pointed out, and it is most important for the learner fully to appreciate that disadvantage. The "hole" means a square on the third or fourth row in front of a Pawn after the two adjoining Pawns have been moved or captured. Thus, for instance, after the opening moves 1 P—K4, 1 P—K4; 2 P—QB4; there are already two holes in White's camp, namely, one at Q3 and one at Q4. These holes will be all the more dangerous as long as the adverse QP remains at Q4, for that Pawn stops the advance of two hostile ones and by skilful play Black will retain that advantage for a long time. If White's QP is afterward moved to Q3 that Pawn will be weak and even if he succeed in exchanging that Pawn for another, the squares at Q3 and Q4 remain weak, and White will have to guard against the entrance of hostile men on those squares with one or more pieces, since both the Pawns that previously could afford protection against such entrance are advanced. A hole or a weak square are still more troublesome when the opponent is enabled to open the file on which they are situated for his Queens and Rooks. In the opening or middle part a hole or weak square are most dangerous in the centre or on the King's side before Queens are exchanged, but in the ending such weak points are generally more troublesome on the Queen's side.

In the next place, it is a great advantage for the ending to have as many Pawns as possible unmoved on their original squares, for it is often most important to be able to gain a move by having the option of pushing a Pawn one or two squares. Furthermore, we have already explained that three unmoved Pawns on the King's side in conjunction with a minor piece form a strong bulwark against an attack on that wing, and we shall also show anon some reasons against moving the Pawns on the other wing.

Staunton's *Handbook*, page 44, gives the following good advice: "It is generally advantageous for your Pawns to occupy the middle of the board, because when there they greatly retard the movements of the opposing forces. The KP and the QP at their fourth squares are well posted, but it is not easy to maintain them in that position, and if you are driven to advance one of them, the power of both is much diminished." To this we would add that in general two Pawns are stronger abreast than on a diagonal. The former command two Black squares and two White ones in front, while in the latter situation, one of the squares is occupied by a Pawn and all the points covered are only

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of one color. As a rule it is unadvisable to advance any Pawn beyond the fourth square, for the further a Pawn is advanced into the hostile camp the sooner he becomes liable to capture or inconvenient attack especially in the end. At the utmost a Pawn may be sometimes advanced to the fifth square when he can be well supported on each side by so-called chains of Pawns that cannot be broken up, but it is very rarely good play to advance a Pawn to his sixth square.

In the early part of the game the formation of a centre such as two Pawns abreast at K4 and Q4 is a very desirable object, and in the Gambits of the the King's side the KBP is even sacrificed for that purpose. With the view of strengthening the centre it is usually better to capture with a P toward the middle rather than toward the wing when the capture can be effected by two different Pawns. When both sides have moved P—K4 and have also Castled on the King's side, it will be often advantageous to allow the KBP to be doubled in order to form some attack on the open KKt file, or else with the object of afterward dissolving the doubled Pawn by advancing P—KB4. In like manner, the doubling of a Pawn on the QB file may be useful in order to obtain command for the QR on the open QKt file and with the view of advancing P—B4. But an isolated doubled Pawn, especially one on the Rook's file, is mostly a great disadvantage. Most particular care should be taken that the opponent does not obtain the majority of Pawns on the Queen's side, on the wing opposite on which the Kings of both parties usually Castle. For a skilful player will generally manage to cut off the King from crossing to the other side, and the weaker Pawns, thus deprived of the help of a powerful piece, will rarely be able to offer sufficient resistance to the opposite superiority of force. The majority of Pawns on the King's side is rarely of much use, for the Pawns of that wing cannot well advance without exposing their own King, and in the ending the hostile King is near at hand for stopping them.

Each Pawn has its own peculiarities which we shall endeavor to describe briefly. The two Rooks' Pawns are the weakest, as each only commands one square, while the others command two. But each when advanced is only liable to be attacked by one Pawn on the hostile Knight's file, while the other Pawns can be attacked by two hostile Pawns, one on each side. When the opponent has first moved P—KR3 after Castling on King's side while you have not yet Castled, you may also reply P—KR3 with the view then of advancing soon P—KKt4 and endeavoring to break through with the Pawns on that wing. It is also good play to drive back a hostile piece by P—KR3, but otherwise, especially when you have Castled King's side such an advance is not good, for it exposes that Pawn to attack in many contingencies and it also makes it inconvenient to advance the KBP, since a hole is then formed at KKt3.

The KKtP if advanced to KKt3 leaves at once a hole at KR3 and at KB3, for it is assumed that the KP has already moved, or will have to move soon. If he advance to Kt4, supported by P—KR3, he leaves additional holes at KB4 and KR4.

It is advantageous to advance the KBP to B4 after Castling when an adverse Pawn is fixed at K4 by your own KP which should be well defended. If your QP has been exchanged for the opposite KP, it is more often better to play P—KB3 in support of your KP. If the KP has been exchanged on each side, it is rarely good to advance the KBP, for it leaves a weak square at K3 against which an attack of the hostile Rook can also be directed. If the KBP remains unmoved, he will often give good support to the QB or KR at K3.

The advance of the KP to the fifth square is specially objectionable, as the opponent will mostly gain opportunities, by P—KB3, of opening an important file for his Rook. Likewise, if the QP play to his fifth, the answer P—QB3 will release the adverse Queen and open a promising file for the hostile QR.

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When the QP has been exchanged it is seldom right to advance P—QB3. Likewise, when the QP is still at Q3 the advance of the QBP will leave the QP weak, and again, under other conditions, it retards the development of QKt—B3 with scarcely enough object in the opening. But still P—QB3 is often a good move later on.

The advance of the QKtP naturally leaves holes at once at QR3 and at QB3, as P to Q4 or P—Q3 are either supposed to be done already or sure to follow. Finally the early pushing of the P—QR3 can hardly do any good, but loses time and makes the subsequent advance of the QBP which is sometimes good and necessary, objectionable on the ground that a hole will be created at QKt3.

Thus it may be repeated in general that in most openings only the KP and QP should be manœuvred in conjunction with a rapid development of the minor pieces, and though the KBP and the QBP may also sometimes assist, it is at least useless and often compromising to move RP or KtP on either side in the early part of the game. A Pawn attack may, however, often be formed with advantage when the opponent has crowded too many pieces on one wing or when he has given an opportunity for effecting a promising break through on either side by advancing one of his Pawns; but as a rule the fight in the centre in conjunction with the two Bishops' Pawns will be sufficient, and at least the option of moving one or two squares ought to be reserved for the ending for the other Pawns.

There are other principles based on reasonings by analogies between different positions, as well as comparisons and combinations between different principles when they come in conflict with each other, but as explained in the preface they are outside of the limits of this work, for they would require too laborious illustration. However in our introductory comments on the games between Messrs. Steinitz and Tschigorin we give some instances of the application of principles in the opening with some explanations of their influence on later stages of the game.

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THE RUY LOPEZ.

So called after a Spanish bishop who lived during the reign of Philip II. He is reputed to have been the greatest player of his time, and he published an analysis of this opening in 1561. It has been held by the greatest masters to be one of the strongest openings that the first player could adopt, and the author has tried the attack in various forms since 1876, when he first applied a combination of principles, which were quite new at the time, in his first match game against Blackburne. We also adopted it in Vienna, 1881; in London, 1883; and in the match against Zukertort for the championship of the world in 1886. Nevertheless, we have come to the conclusion, after careful analysis, that this form of opening is no exception to the general rule, inasmuch as the pinning of the Knight by the Bishop in the early part of the game cannot be of any advantage; and we find now that at the utmost the game can be made even by White against the best defence, which we think is 3. . . .P—Q3. Our reason for deviating thus from the time-honored 3. . . .Kt—KB3 (or 3. . . .P—QR3; 4 B—R4, 4 Kt—B3) is that after 4 P—Q3 (Anderssen's key move of the attack adopted one move later against Morphy, who, as usual at the time, had played 3. . . .P—QR3, whereupon White retreated 4 B—R4) Black is compelled to play 4. . . .P—Q3, and if White then continue 5 P—B3, Black has deprived himself of the resource of 4 P—KB4, which in our main variation, in Col. 1, he may successfully adopt, and thus foil the plan of White to keep up a retentive attack similar to that obtained in modern variations of the Giuoco Piano. Compare Col. 3, which is most in accordance with the style of attack adopted by the author against Blackburne in the first game of the match in 1876. (See illustrative games.)

The main difference after 3. . . .P—Q3; 4 P—B3, 4 P—B4, from the ordinary lines of defence is that White will gain no benefit from the Giuoco Piano system of attack, for instance, by 5 P—Q3, and the prospective open file for the Black KR after castling, will more than outweigh the little inconvenience of his KB's being confined. White is also unable to manœuvre his QKt via Q2 and KB squares to K3, as in the leading variations of the attack against other defences; as, after Black has moved P—KB4, the first player has to look out for protection for his KP, which will be further attacked. This sort of attack we consider in this opening as well as in Philidor's Defence, the most congenial to the principles of the game.

In Cols. 4 and 5 we endeavor to demonstrate that an attack initiated by 7 P—Q4, which was first adopted by the author in his match against Zukertort, can be repelled with advantage for the second player, should White try to play for more than an even game. The queried moves in those columns, viz., Whites, 11th, 12th, and 13th moves, in column 4, and White's 13th and 14th moves, in column 5, are, we believe, plausible and not easily answered; wherefore we have selected them as specimens of efforts on the part of White to gain an early superiority. But, we believe, after the key moves of Black's counter-attack in Col. C, namely 7. . .P×P, and 8. . .P—Q4, the defence gets at least an even game against all other lines of play that are at White's disposal. In Col. 6 we show the result of neglecting the counter-attack of 7. . . .P×P, and adopting an unnecessary development move instead. Little difference as it would seem

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to make, we think that White, after 7. . . .B—Kt 2, obtains the superior game by getting rid of his KKt at B3 and exchanging it for an adverse piece, thus liberating his pawns on that wing for an ultimate attack.

Col. 7 disposes, we believe, of Mortimer's defence in a novel but effective manner.

In Col. 8 we deal with a variation played by Rosenthal against the author in the London Congress of 1883 (see illustrative games), but we find no alteration necessary in the line of play adopted by White, who ought to maintain the pawn gained.

Col. 9 represents the play of both sides in this opening, as authorized and practised by the best masters thirty years ago. We have in the main variation omitted the moves P—KR3 on each side as absolutely useless. If White does not play that move, it would be, of course, all the more a waste of time for Black to attempt it.

Col. 10 is a defence tried by Paulsen, and Col. 11 deals with the variation for the second player, which we ourselves experimented upon in the London Tournament. Col. 12 shows a defence of our own, which, after some trials in Vienna and in America, we hoped to establish as the sound one; but, although against the ordinary line of attack we think the game can be made even, we find we cannot recommend the same, on the grounds pointed out in our note No. 29.

In Col. 13 we endeavor to demolish an attack which we ourselves favored in our last match with Zukertort, and it is especially the move 7 P—Q4 which we now object to, on the ground that Black, by being enabled to exchange his KP, obtains liberty to advance P—Q4.

In Col. 14 we present an old variation favored by Anderssen as first player, and successfully adopted against various opponents until he played it against the author in the Vienna Tournament of 1873. The last six moves of Black were systematically made on the principle that, as there was no immediate King's side attack to be feared, Black was not bound to hurry with the development of his pieces, and especially Black's 12th move was considered a venture, according to the old notions of rapidly bringing out the pieces. The object of this move was, however, to bring that Kt into action at Q5 by way of K2 and QB3, and this manœuvre has since been fully approved of by analysts and adopted in practice by the strongest players, though an opportunity to play this defence rarely occurs, as the strongest players agree now, in consequence of the example of this game, that 6 B×Kt is disadvantageous for White.

Columns 15 to 18 inclusive, might occur by a transposition of moves in the Four Knights' Game. We do not think much of the attack by 5 QKt—B3; for even when Black in answer replies 5. . .B—B4, a move which brings him into great difficulties (see Col. 17), we find no more than an even game at the utmost in the end of that variation. The fact that White has advanced the KBP, and has left several points of entrance for Black in the centre, will tell against him in the ending, and he has no chance of effecting any great improvement in the middle game. We very slightly prefer Black's game for practical purposes, though theoretically we can make it no more than even. Col. 18 represents an attack which tends to combine a sort of Four Knights' Game with the Ruy Lopez. It was for a short time in favor with first-class players, until Zukertort disproved it in practice with the line of play which we quote.

In Col. 19 the attack pursues the plan of allowing the KP to be taken in order to recover the P later on. Though White accomplishes that object, his KB becomes blocked up, and Black forms a majority of pawns on the Q wing, which we believe in the end ought to be in his favor. In the two next columns the Q P is given up temporarily, but though the balance of material is restored by force, White can obtain no more than an even game; and if, as in Col. 21, he exchange one of his Bishops for a Kt, and allows Black to free his KB file after castling, the defence gets a slight advantage.

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In Col. 22 the move 5 Q—K2, if defended by 5. . .P—Q3, shows a loss of time for White if the attack proceed on the Giuoco Piano principle, and we do not think that any other line of attack is more promising.

In Cols. 23 and 24 defences which have been hitherto recommended and practised by masters are, we believe, shown to be inferior.

Cols. 25 to 30 deal with the defence of the Berlin school, 3. . .Kt—KB3 before playing P—QR3, or without the latter recourse altogether. Excepting in the middle columns, which are given as examples of how to utilize a weak move on the part of the defence, the first player does not gain any perceptible advantage in position.

Cols 31 to 36 inclusive, deal with Bird's defence 3. . .Kt—Q5, of which we cannot give a good account. There are some odd continuations which Mr. Bird played in connection with his favorite defence ; but though he has played them with great skill, and sometimes with success, it does not alter the principle that Black cannot afford to allow one of his centre pawns to be doubled. All our examples are treated in quite a novel manner from some point more or less early.

Cols. 37 to 42 treat the unusual defences 3. . .Kt—K2, or 3. . .P—KKt 3, and finally 3. . .P—KB4. Against the two first-named moves, the Giuoco Piano attack by 4 P—QB3 is, as usual in this opening, the most effective one. For neither of these variations is the more direct attack of 4 P—Q 4 of much use, as we show in either our tables or notes. Against 3. . .P—KB4 we give an attempt at a direct King's side attack based on a sacrifice of two pawns, which we believe ought to be successful on account of the near analogy of the position to the Danish Gambit. But the line of play indicated in our notes, viz., playing the QKt via Q2 to Kt 3, in order to recover the P, is quite good enough. As the defence 3. . .P—KB4 is very rarely adopted, we have not given it much analysis.

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1 P—K4 / P—K4 2 KKt—B3 / QKt—B3 3 B—Kt5

First Defence	3 P—Q3 ! ;		Cols. 1 and 2.
Second Defence	3 Kt—B3	4 P—Q3 ;	Cols. 3 to 8.
	3 Kt—B3	4 O—O ;	Cols. 25 to 29.
	3 Kt—B3	4 P—Q4 ;	Col. 30.
Third Defence	3 P—QR3 ;		Cols. 9 to 24.
Fourth Defence	3 Kt—Q5 ;		Cols. 31 to 36.
Fifth Defence	3 KKt—K2 ;		Cols. 37 to 38.
Sixth Defence	3 P—KKt3 ;		Cols. 39 to 40.
Seventh Defence	3 B—B4 ;		Col. 41.
Eighth Defence	3 P—KB4 ;		Col. 42.

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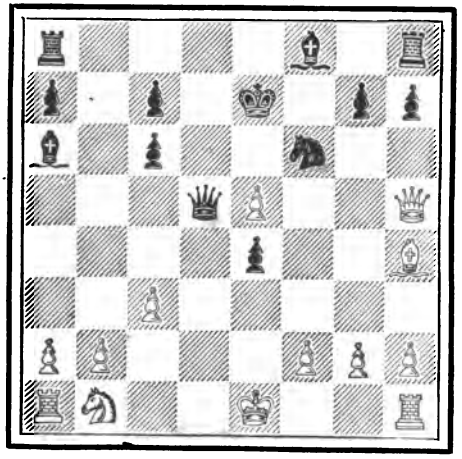
	1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—Kt5
	1	2	3
3	P—Q3 !	Kt—B3	
4	P—B3 / P—B4 **1**	P—Q3 / P—Q3 !	
5	P—Q4 / BP×P	P×P / B×P	P—B3 / B—Q2 **5**
6	Kt×P / P×Kt	P—Q4 / P×P	QKt—Q2 / P—KKt3
7	Q—R5 ch. / K—K2	P×P **3** / B—Q2	B—R4 **6** / B—Kt2 **7**
8	B—Kt5 ch. / Kt—B3	P—Q5 / QKt—K2	Kt—B sq. / O—O
9	KB×Kt / P×B	B×B ch. / Q×B	Kt—K3+ **8**
10	P×P / Q—Q4	Kt—B3 / Kt—B3	
11	B—R4 / B—R3+ D **2**	B—Kt5— **4** / O—O—O—	
12			
13			
14			
15			
16			

	4 P—Q4 / P×P !	5	6
7	P×P / P—Q4 !		B—Kt2 ?
8	P×P / P×P		P×P / Kt×P **11**
9	P×P / Kt×P	P—K5 / Kt—K5	Kt×Kt / P×Kt **12**
10	Q—Kt3 / Kt—B3	Q—Kt3 / Kt—Kt5	Q—K2 / O—O
11	B—B4 ? / Q—K2 ch.	B×B ch. **10** / Q×B	P—B3 / P—QR4
12	K—Q sq. ? / Kt—KKt5	P—QR3 / Kt×Kt	B—Q3 / Q—K2
13	R—K sq. ? D / Kt×P ch.	Kt×Kt ? / Kt—B3	Kt—B sq. / B—K3
14	K—B2 / Q×R and wins. **9**	Q×KtP ? / QR—Kt sq.	P—KKt4+ **13**
15		Q—R6. / R—Kt3	
16		Q—Q3 / Q—Kt5+	

Column 1. Move 11....B—R3.
BLACK.



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Column 4. Move 12 R—K sq.
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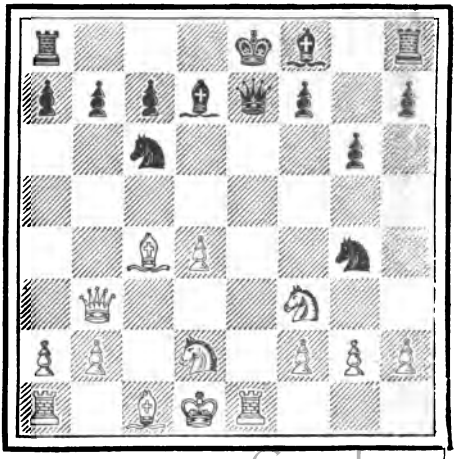

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1. Col. 1.—4 P—Q4, 4 P×P, 5 Q×P (or, 5 Kt×P, 5 B—Q2; even game,) leads to a variation of Philidor's defence, for which compare Col. **2**, p. **2**. Or if 4 B×Kt. ch., 4 P×B; See Illustrative game between Anderssen and Suhle, and our comments.

2. Col. 1.—The same position may be arrived at in the Ponziani. The variation also resembles one arising from a variation in the Hamppe or Vienna opening, the only difference being that White has already played P—QB3, and cannot bring his Kt—QB3. As will be seen, this contributes strongly to his having the disadvantage, for the most likely continuation is as follows:—12 P—QB4, (If 12 Q—Kt5, 12 K—K3; 13 P×Kt, 13 Q×Q; 14 B×Q, 14 P×P+) 12....Q—R4 *ch.*; 13 P—Kt4, (If 13 Kt—B3, 13 K—K3 and wins.), 13....Q×P ch., 14 Kt—Q2, 14R—Q sq.; 15 P×Kt ch., 15 K—K3+. If 11....K—K3; 12 B×Kt, 12 P×B; 13 Q—K8 ch., draws at least.

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3. Col. 2.—Or 7 Kt×P, 7 B—Q2, even game.

4. Col. 2.—If 11 KKt—Kt5, 11 P—KR3; 12 Kt—K6, 12 QKt×P; 13 Kt×B, 13 Q—K2 ch.! +

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5. Col. 3.—A move recommended and adopted by Herr Englisch of Vienna.

6. Col. 3.—We consider this stronger now than 7 P—Q4. White's object ought to be to avoid the exchange of his KB for an ultimate attack at Kt3 or QB2, and first of all to manœuvre his Kt via B sq. to K3. He will have his minor pieces available on both wings, while Black's KB is confined on the K's side and of little use.

7. Col. 3.—Black might now try to get rid of his useless B by 7....B—R3, but after 8 Kt—B sq., 8 B+B; 9 Q×B, Black's K side remains weak.

8. Col. 3.—White has a little advantage on the grounds stated in Note 6.

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9. Col. 4.—For clearly 15 B×P ch. is of no use, and in reply to 15 Kt×Q, 15 Kt×P ch. follows with the exchange ahead.

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10. Col. 5.—Or, 11 B—K2, 11 Kt×Kt; 12 B×Kt, 12 P—QR4, even game, for if 13 P—QR3, 13 P—QR5, etc.

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11. Col. 6.—If 8....P×P; 9 B×Kt, 9 B×B; 10 Kt×P; 10 B×P; 11 Q—R4 ch., 11 B—B3; 12 Kt×B, 12 Q—Q2; 13 Kt—B4, 13 Q×Kt; 14 Q×Q ch., 14 P×Q; 15 Kt—R5+.

12. Col. 6.—Best. For if 11....B×B; 12 Kt×BP, 12 K×Kt; 13 Q—Kt3 ch. and wins.

13. Col. 6.—White has a strong attack against the K's side. See Illustrative Game.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—Kt5			
7	**8**	**9**	**10**	**11**	**12**
3 Kt—B3		3 P—QR3 **20**			
4 P—Q3 / Kt—K2?	4 B—B4?	4 B—R4 **21** / Kt—B3	4 P—QKt4 **24**	4 P—KKt3	4 KKt—K2
5 B—QB4! **14** / Kt—B3 **15**	5 P—B3 **17** / Q—K2	5 P—Q3 / B—B4	5 B—Kt3 / B—Kt2	5 P—Q4 / P×P	5 P—Q4 **30** / P×P
6 Kt—Kt5 / P—Q4	6 O—O / O—O	6 P—B3 / P—QKt4	6 O—O **25** / P—KKt3 **26**	6 Kt×P / B—Kt2	6 Kt×P / Kt×Kt
7 P×P / Kt×P	7 P—Q4 / B—Kt3 **18**	7 B—B2 / P—Q4	7 P—Q3 / B—Kt2 **27**	7 Kt×Kt / KtP×Kt	7 Q×Kt / P—QKt4
8 Q—B3 / B—K3	8 B×Kt / KtP×B	8 P×P / Kt×P	8 Kt—Kt5 / Kt—R3	8 O—O / Kt—K2	8 B—Kt3 / P—Q3 **31**
9 Kt×B / P×Kt	9 Kt×P / P—Q3	9 O—O **22** / O—O **23**	9 P—QB3 D / O—O **28**	9 P—QB3 / O—O	9 P—QB3 / B—K3 **32**
10 Kt—B3 / B—Kt5 **16**	10 Kt×QBP / Q×P	10 Kt×P / Kt×Kt	10 P—KB4+	10 B—K3+ D **29**	10 B—B2— / P—Q4—
11 B—Q2+	11 Kt—Kt4 / P—B4	11 P—Q4 / B—Q3			
	12 Kt—B2+ **19**	12 P×Kt / B×P			
		13 B×P ch.+			

Column 10. Move 9. P—QB3.

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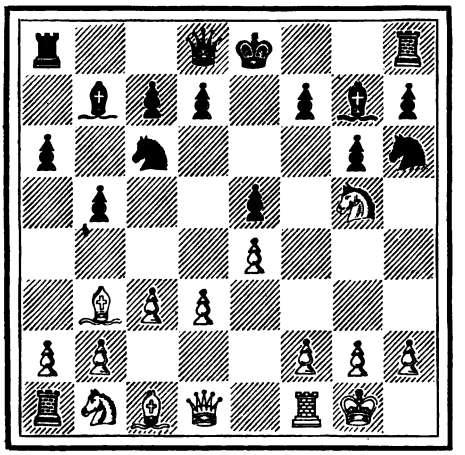

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Column 11. Move 10. B—K3.

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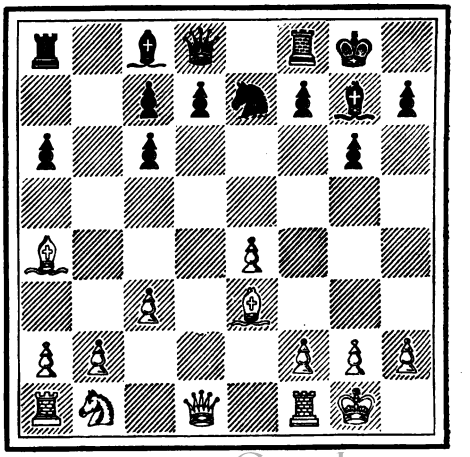

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14. Col. 7.—White dare not capture the P, on account of 5....P—QB3 followed by Q—R4 ch., winning a piece. But he obtains, by the move we recommend, an attack like that in the Two Knights' Defence, with the advantage of a move ahead.

15. Col. 7.—Or 5....P—B3; 6 Kt—B3, 6 Kt—Kt 3; 7 P—KR4, 7 P—KR4; 8 P—Q4, 8 B—Kt5; 9 P×P, 9 Kt×P; 10 Q—Q4+.

16. Col. 7.—If 10....Kt—Q5; 11 Q—R5 ch., 11 K—Q2; 12 Kt×Kt, 12 P×Kt; 13 B×P, 13 Kt×P ch.; 14 K—Qsq., 14 Kt×R; 15 Q—B5 ch., 15 K—Q3; 16 Q—K6 ch., 16 K—B4; 17 B—K3 ch., 17 K—Kt4; (or 17....K—Kt 5; 18 B—Q2 ch., 18 K—B4; 19 B×P, and wins) 18 B—B4 ch., 18 K—R5; (or—18....K—R4; 19 B—Q2 ch., 19 B—Kt 5; 20 Q×P ch., and wins) 19 Q×P, 19 P—B3; 20 P—Kt3 ch., 20 K—Kt5; 21 B—Q2 ch., 21 K—R6; 22 B—B sq. ch., 22 K—Kt 5; 23 P—R3 Mate.

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17. Col. 8.—It would not do to play 5 B×Kt, 5 QP×B; 6 Kt×P, on account of 6....Q—Q5 (better than 6....B×P ch.); 7 B—K3, 7 Q×Kt; 8 P—Q4, 8 Q×KP; 9 P×B, 9 Q×KtP; with a pawn ahead and a fine attack.

18. Col. 8.—Black would get a bad game after 17....P×P; 18 P×P, 18 B—Kt3; 19 P—K5, 19 Kt—Q4 (or, 19 Kt—K5; 20 P—Q 5 etc.) 20 Kt—B3, 20 Kt×Kt; 21 P×Kt, threatening B—Kt5, etc.

19. Col. 8.—For continuation see illustrative game between the author and Mr. Rosenthal.

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20. Col. 9.—On principle this ought to be disadvantageous, as it drives the B where he wants to go.

21. Col. 9.—White would gain nothing by 4 B×Kt, 4 QP×B; 5 Kt×P, 5 Q—Q5, etc.

22. Col. 9.—Up to this point the moves are from two match games between Anderssen (White) and Morphy (Black). The former played here 9 P—KR3, and the latter also replied 9 P—KR3. We consider both these moves useless.

23. Col 9.—If 9....QB—Kt5; 10 P—KR3, 10 B×Kt; (or 10....B—R4; 11 P—KKt 4, 11 B—KKt3; 12 R—K sq.+) 11 Q×B, 11 O—O; 12 Kt—Q2, with the better game.

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24. Col. 10.—A defence undertaken by Paulsen against Anderssen.

25. Col. 10.—If 6 P—Q4, 6 Kt×P; 7 Kt×Kt, (or, 7 Kt×P, 7 Kt×B; 8 RP×Kt, 8 Q—K2+) 7 P×Kt; 8 Q×P, 8 P—QB4; 9 Q—K5 ch., 9 Q—K2; 10 Q×Q ch., 10 Kt×Q+.

26. Col. 10.—Or, 6....B—B4, 7 Kt×P, etc.:—Or, 6....Kt—B3; 7 Kt—Kt 5, etc.

27. Col. 10.—If 7....P—KR3; 8 P—QR4, 8 Kt—B3; 9 Q—K2+.

28. Col. 10.—Or, 9....P—KB3; 10 Kt—KR3, etc.

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29. Col. 11.—Should Black try to relieve his KKt by 10....P—KB4; the best answer is 11 P—B3, for if Black exchange Pawns and Rooks the game is still more in White's favor.

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30. Col. 12.—This attack has been invariably played by the opponents of the author, who (*i. e.*, the author), for a long time favored the defence initiated by the previous move, viz., 4....KKt—K2. But we believe that White will get the best of the position by managing the attack on the Giuoco Piano principle, which we recommend in all variations in which Black's KB is confined. He ought to proceed with 5 P—B3, 5 P—Q3; 6 P—Q4, 6 B—Q2; 7 B—B2, etc.

31. Col. 12.—Threatening to win a piece by P—B4, followed by P—B5.

32. Col. 12.—Much better than 9....P—QB4, which leaves the QP weak.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—Kt5 / P—QR3	4 B—R4 / Kt—B3

13	14	15	16	17	18
5 P—Q3 / P—Q3		5 Kt—B3 **37** / B—K2		5 / B—B4 **40**	5 / B—Kt5
6 P—B3 / P—KKt3 **33**	6 B×Kt ch. / P×B	6 B—Kt3 **38** / P—Q3	6 O—O / O—O	6 Kt×P / Kt×Kt **41**	6 O—O / O—O
7 P—Q4? **34** / P—QKt4	7 P—KR3 / P—Kt3	7 P—Q4 / B—Kt5	7 B×Kt / QP×B	7 P—Q4 / B—Q3 **42**	7 Kt—Q5 / B—B4
8 B—B2 / P×P **35**	8 Kt—B3 / P—B4	8 B—K3 / B×Kt	8 Kt×P / Kt×P	8 O—O / O—O	8 P—Q4? / QKt×P
9 P×P / P—Q4	9 B—K3 / R—QKt sq.	9 P×B / P×P	9 Kt×Kt / Q—Q5	9 P—B4 / Kt—B5!	9 KKt×Kt / Kt×Kt
10 P—K5 / Kt—K5	10 P—QKt3 / B—KKt2	10 B×P / Kt×B	10 Kt×KBP / Q—Kt	10 P—K5 / B—K2	10 Kt—B5 **44** / Kt—K2
11 O—O— / B—KKt5—	11 Q—Q2 / P—KR3	11 Q×Kt / O—O **39**	11 R—K sq. D	11 P×Kt / B×P	11 B—KKt5 / P—KB3
	12 P—KKt4 / Kt—Kt sq.	12 Kt—K2 / Kt—Q2— D		12 B—Kt3 / P—Q4	12 B—Kt3 ch. / K—R sq.
	13 O—O—O / Kt—K2	13 P—QB3—		13 Q—Q3— / P—KKt3— **43**	13 B—K3 / P—Q3 D **45**
	14 Kt—K2 / Kt—B3 **36**				

Column 16. Move 11. ....R—K sq.

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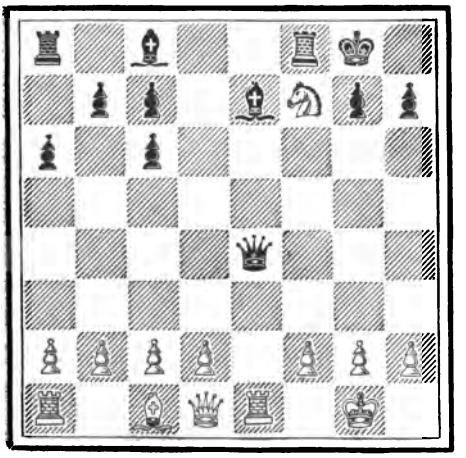

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Column 18. Move 13. ....P—Q3.

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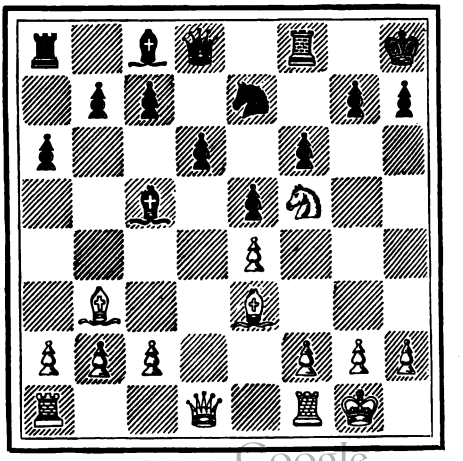

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33. Col. 13.—In the match by correspondence between Paris and Vienna, the latter played here, 6.... B—K2; and the game continued 7 QKt—Q2, 7 O—O; 8 Kt—B sq., 8 Kt—Q2; 9 B—K3, 9 P—B4; 10 P×P, 10 R×P; 11 B—Kt 3 ch., 11 K—R sq.; 12 P—KR4. We consider this defence as good as any other in this opening, but we would decidedly give the preference to 8....Kt—K sq.; instead of 8....Kt—Q2.

34. Col. 13.—As usual, we prefer QKt—Q2, followed by Kt—B sq. and Kt—K3.

35. Col. 13.—In the London tournament (1883) occurred here between the author (White) and Mr. Zukertort, 8....QB—Kt2; 9 P—Q5, 9 Kt—K2; 10 P—QR4, 10 P×P; 11 B×P ch., 11 Kt—Q2; 12 P—KR4. Though White ultimately lost the game by weak play, we have no doubt that he has the superior position at this juncture, owing to the weakness of Black's QRP and QBP.

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36. Col. 14.—Black threatens now Kt—Q5, and has altogether the superior game. The above moves occurred first in a game between Prof. Anderssen (White) and the author in the Vienna tournament of 1873.

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37. Col. 15.—This variation is arrived at by a transposition of moves in the Four Knights' Game.

38. Col. 15.—Some authors recommend 6 P—Q3, 6 P—QKt4; 7 B—Kt3, 7 P—Q3; 8 P—KR3? We think there is no objection to this line of play, excepting that we would substitute 8 Kt—K2. The move we advocate is necessary, if White wants to open the game by P—Q4. He cannot well do so at present, for after 6 P—Q4, 6 P×P; 7 Kt×P, 7 Kt×Kt; 8 Q×Kt, 8 P—QKt4, Black will win a piece, since if 9 B—Kt3, 9 P—QB4, followed by P—B5, etc.

39. Col. 15.—If 11....P—B4; 12 Q—B4, 12 O—O; 13 P—QR4, etc.

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40. Col. 17.—A dangerous move to deal with in practical play.

41. Col. 17.—If 6....B×P ch.; 7 K×B, 7 Kt×Kt; 8 P—Q4, 8 KKt—Kt5 ch.; (or 8....QKt—Kt5 ch.; 9 K—Kt sq., 9 P—QKt4; 10 B—Kt3, 10 P—Q3; 11 P—KR3+), 9 K—Kt sq., 9 Q—R5; 10 P—KKt3, 10 Q—B3; 11 Q—K2, 11 Kt—B6 ch.; (or 11....Q—QKt3; 12 K—Kt2) 12 K—Kt2, 12 QKt×RP; 13 Kt—Q5+.

42. Col. 17.—Better than 7....B—Kt5; 8 P×Kt, 8 Kt×P; 9 Q—Q4, 9 Kt×Kt; 10 P×Kt, 10 B—K 2; 11 Q—KKt4+, for if Black castle, there follows B—R6, etc.

43. Col. 17.—Not 13....P—QKt4; to which White would effectually reply 14 P—QR4. Now the positions are even, although by any other move than 9....Kt—B5, Black gets the worst of the game, as proved in an analysis by Prof. Berger, which we see quoted in Salvioli's work, and which we believe appeared first in the *Schachzeitung*.

---

44. Col. 18.—If 10 Kt—Kt3, 10 Kt—Kt3; 11 Kt×B, 11 P—Q3+

45. Col. 18.—This variation occurred between Blackburne (White) and Zukertort in the Paris tournament of 1878.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—Kt5 / P—QR3	4 B—R4 / Kt—B3

19	20	21	22	23	24
5 O—O / Kt×P !	5 P—Q4 / P×P **54**		5 Q—K2 / P—Q3	5 / P—QKt4	
6 P—Q4 / P—QKt4 **46**	6 O—O / B—K2	6 P—K5 / Kt—K5	6 P—Q3 / P—KKt3	6 B—Kt3 / B—Kt2 **59**	6 / B—K2 ?
7 B—Kt3 **47** / P—Q4 !	7 P—K5 / Kt—K5	7 O—O / Kt—B4 !	7 P—QB3 / B—Kt2	7 P—Q3 / B—B4	7 P—QR4 / P—Kt5 **61**
8 P×P **48** / Kt—K2 ! **49**	8 Kt×P / O—O ! **55**	8 B×Kt / QP×B	8 QKt—Q2 / O—O	8 P—B3 / O—O	8 P—Q4 / P×P **62**
9 R—K sq. **50** / KKt—QB4 **51**	9 Kt—B5 / P—Q4 !	9 Kt×P / B—K2	9 Kt—Bsq = / R—Ksq = **58**	9 O—O / P—Q3	9 P—K5 / Kt—Kt5
10 Kt—Q4 / Kt—K3 **52**	10 P×P in passing. / B×Kt	10 QKt—B3 / O—O		10 Kt—R4 + **60** D	10 Q—K4 + D
11 P—QB3 / P—QB4 + **53**	11 B×Kt— **56** / Kt×QP—	11 B—K3 / P—KB3			
		12 P×P / R×P			
		13 Q—K2 / R—Kt3 **57**			

Column 23. Move 10 Kt—R4.

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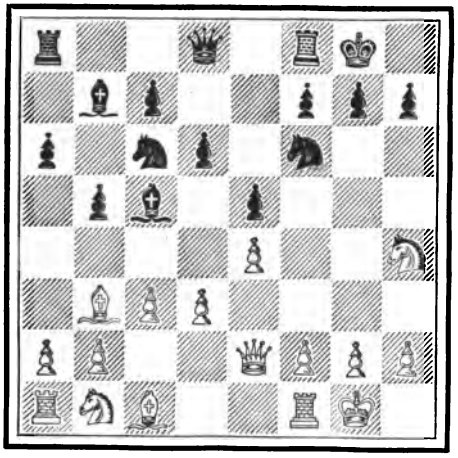

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Column 24. Move 10 Q—K4.

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46. Col. 19.—If 6....PXP; 7 R—K sq., 7 P—KB4; (7....P—Q4 is obviously worse, as White equally replies KtXP, and must win a piece ultimately by P—KB3) 8 KtXP, 8 KtXKt; 9 QXKt+. Salvioli also points out the main play of the following attack, if in lieu of the text move Black play 6 ....P—Q4;? viz.: 7 KtXP, 7 B—Q2; 8 KtXP, 8 KXKt; 9 Q—R5 ch., 9 K—K3; 10 Kt—B3, 10 KtXKt; (or 10....Kt—K2; 11 KtXKt, 11 BXB;—if PXKt the answer B—Kt3 ch., followed by Q—B5 ch. or Kt5 ch. mates—12 Kt—B5 ch., 12 K—Q3; 13 KtXP ch. and wins) 11 PXKt, 11 P—KKt3; 12 R—K sq. ch., 12 K—B2; (or 12....K—B3; 13 QXQP, etc.); 13 QXQP ch., 13 K—Kt2; 14 QB—Kt5, 14 Q—B sq.!; 15 B—QKt3, 15 B—K sq.; 16 R—K7 ch. and wins.

47. Col. 19.—Should White attempt 7 KtXP, the best answer is 7....KtXKt (not 7....PXB; 8 KtX Kt followed by R—K sq.+) 8 PXKt, 8 Kt—B4; 9 B—Kt3, 9 KtXB; 10 RPXKt, 10 B—Kt2, etc.

48. Col. .19—Tschigorin played here P—QR4 against Rosenthal in the London tournament.

49. Col. 19.—We consider this move, which was first adopted by Anderssen, as best, for it removes a loose piece into security and opens the advance of P—QB3, (eventually, but only in rare cases, P—QB4 might be ventured for Black. If 8....B—K3; Salvioli rightly recommends 9 P—QB3, and we find that this strong move might lead to the following continuation, 9....B—K2; 10 B—B2, 10 Kt—B4; 11 Kt—Q4, 11 KtXP;? 12 P—KB4, 12 Kt—B5; 13 Kt—B6, 13 Q—Q3; 14 KtXB, 14 K XKt; 15 P—B5, 15 B—B sq. best; 16 P—QKt3, 16 Kt—Kt3; 17 Q—Q4, 17 P—KB3; 18 P—QR4, 18 PXP; 19 B—QR3, 19 QKt—Q2; 20 P—QKt4, 20 Kt—Kt2; 21 R—K sq. ch., 21 K—Q sq.; 22 R—K6 and wins.

50. Col. 19.—Threatening RXKt, followed by BXP ch., and much stronger, we think, than B—K3. If 9 Kt—Kt5, 9 KtXKt; 10 BXKt, 10 P—QB3; 11 P—QR4, 11 B—K3; 12 PXP, 12 RPXP; 13 RXR, 13 QXR; 14 P—QB3, 14 P—KR3, we slightly prefer Black.

51. Col. 19.—None of the moves of the B are satisfactory in our opinion, as the B not only ought to be reserved, but ought to be kept in communication with both wings. If, for instance, 9....B—Kt5; 10 P—KR3, 10 B—R4; (10....BXKt; 11 QXB is obviously worse for Black) 11 P—KKt4, followed by Kt—R4 and P—KB4.

52. Col. 19.—We consider this better than KtXB.

53. Col. 19.—Followed by Kt—QB2 and B—K3.

---

54. Col. 20.—5....QKtXP is obviously disadvantageous, as White replies 6 KtXKt, 6 PXKt; 7 P—K5, 7 Kt—K5; 8 QXP, 8 Kt—B4; 9 B—Kt3, 9 KtXB; 10 RPXKt, 10 B—K2; 11 B—B4 with the superior game.

55. Col. 20.—7....KtXKt leads by a transposition of moves to the position in our last note. If 7.... Kt—B4; 8 Kt—B5, 8 O—O!; (or 8....KtXB?; 9 KtXP ch., 9 K—B sq.; 10 B—R6, 10 K—Kt sq.; 11 Kt—B5, 11 KtXKP; 12 R—K sq., 12 P—Q3; (or 12....P—KB3; 13 Q—Q5 ch.+) 13 R XKt and wins) 9 BXKt, 9 KtPXB; 10 KtXB ch., 10 QXKt; 11 P—KB4. White has slightly the better game.

56. Col. 20.—Or 11 PXB, 11 QKtXP, with the superior development.

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57. Col. 21.—This variation is from Salvioli, with whom we agree that the attack has passed over to Black's side.

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58. Col. 22.—White having moved 5Q—K2 was a loss of time, and Black's last move neutralizes the attack, for he threatens now P—Q4, etc.

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59. Col. 23.—To provide against the adverse advance of P—QR4. If 6....B—B4; 7 P—QR4, 7 QR —Kt sq.; 8 PXP, 8 PXP; 9 QKt—B3, 9 P—Q3; 10 QKtXP, 10 QB—KKt5; 11 B—R4+.

60. Col. 23.—Black has a weak spot at KB4. B—B sq. is now of little use, as White answers K—R sq., followed by P—KKt3 and P—KB4. And if 10....P—KKt3; 11 B—R6, 11 R—K sq.; 12 P—KKt3, 12 QKt—R4; 13 B—B2, 13 P—QKt5; 14 Kt—Q2, with the superior game.

---

61. Col. 24.—Or 7....QR—Kt sq.; 8 PXP, 8 PXP; 9 QKt—B3, 9 P—Kt5; 10 Kt—Q5+.

62. Col. 24.—If 8....P—Q3; 9 Q—B4 and wins.

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1 P—K4 / P—K4		2 KKt—B3 / QKt—B3		3 B—Kt5 / Kt—B3	
25	**26**	**27**	**28**	**29**	**30**
4 O—O / Kt×P **63**		4 O—O / B—B4	4 O—O / Kt×P		4 P—Q4 / P×P **76**
5 P—Q4 / B—K2	5 P—QR3	5 P—QB3! / Kt×P	5 R—K sq. / Kt—Q3!		5 O—O / B—K2!
6 Q—K2 / Kt—Q3	6 B×Kt / QP×B	6 Q—K2 / Kt—B3	6 Kt×P / Kt×Kt	6 B—K2!	6 P—K5 / Kt—K5
7 B×Kt / KtP×B **64**	7 R—K sq. **66** / Kt—Q3 **67**	7 P—Q4 / B—K2	7 R×Kt ch. / B—K2	7 B×Kt **73** / QP×B	7 Kt×P / O—O
8 P×P / Kt—Kt2	8 Kt×P / B—K2	8 P×P / Kt—Q4	8 Kt—B3 / Kt×B!	8 Q—K2 / B—K3	8 Kt—B5 / P—Q4
9 Kt—Q4 / O—O	9 Q—K2 / B—K3	9 R—Q sq. / Kt—Kt3	9 Kt—Q5 / O—O	9 P—Q3 **74** / Kt—B4 **75**	9 Kt×B ch. / Kt×Kt
10 R—Q sq. / Q—K sq. **65**	10 P—QB3 / Kt—B4	10 B×Kt / KtP×B	10 Kt×B ch. / K—R sq.	10 Kt—Q2 / O—O	10 P—KB3 / P—QB3
11 Kt—QB3— / P—B3—	11 QKt—Q2+ **68**	11 Kt—Q4 / B—Kt2	11 Q—R5 **70** / P—KKt3 **71**	11 P—QB3 / R—K sq.	11 P×Kt / Q—Kt3 ch.
		12 Q—Kt4 **69**	12 Q—R6 D / P—KB3 **72**	12 Kt—K4— / Q—Q4—	12 K—R sq. / Q×B
			13 Kt×P ch. / K—Kt sq.		13 Kt—B3 / Q—B4
			14 R×Kt+		14 B—Kt5— / P—Q5— **77** D

Col. 28. Move 12. Q—R6.

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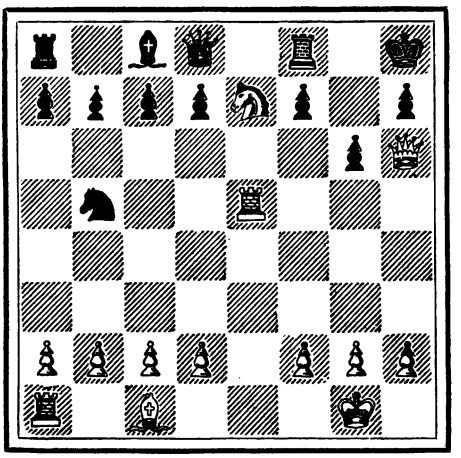

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Col. 30. Move 14 ....P—Q5.

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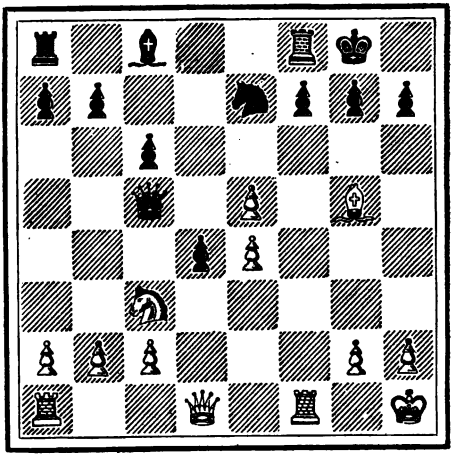

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63. Col. 25.—Or 4....B—K2;? 5 Kt—B3, 5 P—Q3; 6 P—Q4, 6 P×P; 7 Kt×P, 7 B—Q2; 8 Kt×Kt, 8 P×Kt; 9 B—Q3+

64. Col. 25.—Best. If 7....QP×B; 8 P×P, 8 Kt—B4; 9 R—Q sq. 9 B—Q2; 10 P—K6, 10 P×P; 11 Kt—K5 and wins.

65. Col. 25.—Of course necessary as White threatens Kt×BP.

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66. Col. 26.—In the London tournament, 1883, Winawer continued here against Zukertort 7 Q—K2, 7 QB—KB4; 8 P—KKt4, 8 B—Kt3; 9 P—KR4, 9 Q—Q2; 10 Kt×P, 10 Q×KP; 11 KKt—KB3, 11 Q—Q2; 12 Kt—Kt5, 12 Q—K2; 13 R—K sq., 13 O—O—O!+

67. Col. 26.—7....B—B4 or....P—KB4 are obviously bad on account of the reply Kt×P; and if 7....Kt—B3; 8 Kt×P, 8 B—K3; 9 Q—K2 (threatening Kt×KBP) 9....B—K2; 10 Kt—B3+

68. Col. 26.—The position is very similar to one in the 12th game of the last match between Steinitz and Zukertort, the difference being that White in the present variation is ahead in the development while Black has advanced P—QR3.

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69. Col. 27.—From a game between Winawer and Heilpern (Salvioli.)

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70. Col. 28.—Threatening Q×RP ch. followed by R—R5 mate.

71. Col. 28.—If 11....P—KR3, 12 P—Q4, (threatening B×RP) 12 K—R2; 13 Kt—B5 and wins.

72. Col. 28.—There is nothing better. If, for instance, 12....P—Q3; 13 R—R5, 13 P×R; 14 Q—B6 mate.

---

73. Col. 29.—Or 7 B—Q3, 7 O—O; 8 QKt—B3; 8 Kt×Kt, 9 R×Kt, 9 P—QB3; 10 P—QKt3, 10 Kt—K sq., even game.

74. Col. 29.—Better, we think, than 9 P—Q4 which would give White an earlier opportunity of dissolving his doubled P by P—QB4 after Kt—KB4 and O—O.

75. Col. 29.—Necessary, for if 9....O—O; 10 Kt×KBP and wins.

---

76. Col. 30.—Black may also play 4....QKt×P; 5 Kt×Kt, 5 P×Kt; 6P—K5, 6 P—QB3; 7 O—O, 7 P×B; 8 B—Kt5, 8 B—K2; 9 P×Kt, 9 B×P; 10 R—K sq. ch., 10 K—B sq.; 11 B×B, 11 Q×B; 12 P—QB3, 12 P—Q4; 13 P×P, 13 B—K3; 14 Kt—B3, 14 P—QR3; 15 R—K5, 15 R—Q sq.; 16 Q—Kt3, (so far this variation was played between Morphy and Anderssen and the latter now played 16....Q—K2) 16....P—KKt3; and we think Black ought to maintain the P with the superior game, for if 17 Kt×P. 17 R×Kt; 18 R×R, 18 K—Kt2; 19 R—Q6, 19 B×Q, followed soon by R—QB sq. with the superior game.

77. Col. 30.—Continuation 15 B×Kt, 15 Q×B; 16 Q×P, 16 R—K sq.; 17 Q—B2, 17 B—Kt5 followed by B—R4, and Q×P (Salvioli).

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—Kt5 / Kt—Q5			
31	**32**	**33**	**34**	**35**	**36**
4 Kt×Kt / P×Kt					4 B—R4 / B—B4
5 O—O / P—B3 !	5 Q—Kt4?	5 P—KR4	5 B—B4	5 P—Q3 / B—B4	5 P—B3 / Kt×Kt ch.
6 B—R4 **78** / Kt—B3 **79**	6 B—B4 / P—Kt4?	6 P—Q3 / P—QB3	6 P—Q3 / Q—R5	6 Q—R5 / Q—K2	6 Q×Kt / Kt—K2 **88**
7 R—K sq. ! **80** / B—B4 **81**	7 P—Q3 / Q—QB4	7 B—R4 / Kt—B3	7 Kt—Q2 / Kt—B3	7 B—Kt5 / B-Kt5ch.? **86**	7 Q—Kt3 / O—O
8 P—K5 / Kt—Q4	8 P—QKt4 / Q—Kt3	8 P—K5 / Kt—Q4 **84**	8 Kt—B3 / Q—R4	8 P—B3 / P×P	8 Q×KP / P—Q4 D
9 B—Kt2 / Kt—Kt3	9 B×P ch. / K×B	9 B—Kt3 / Kt—Kt3	9 P—K5 / Kt—Q4 **85**	9 B×Q / P×P dis. ch.	9 O—O **89** / P—QR4
10 P—Q3 / O—O	10 Q—R5 ch. / P—Kt3 **82**	10 Kt—Q2+	10 KB—B4 / Kt—Kt3	10 B×B / P×R queening.	10 P×P+
11 Kt—Q2 / P—Q4	11 Q—Q5 ch. / K—Kt2		11 Kt—Kt5 / Q×Q	11 Q—QB5 D / Q×Kt ch.	
12 P×P in passing. / B×P	12 Q×R / Kt—K2		12 B×P ch. / K—B sq.	12 K—K2 wins **87**	
13 Kt—K4+	13 P—QR4 / B—Kt2		13 R×Q / P—KR3		
	14 P—R5 / Q—B3		14 Kt—K4+		
	15 Q×P+ **83**				

Column 35. Move 11. Q—B5.

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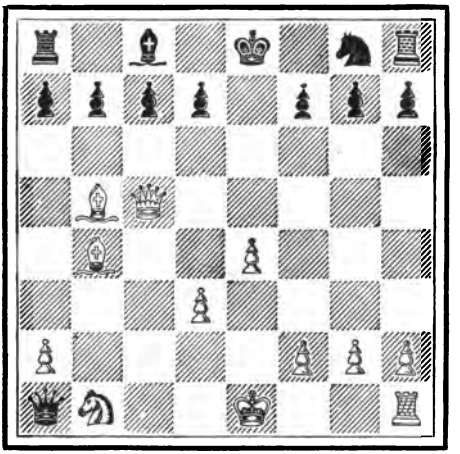

WHITE.

Column 36. Move 8. ....P—Q4.

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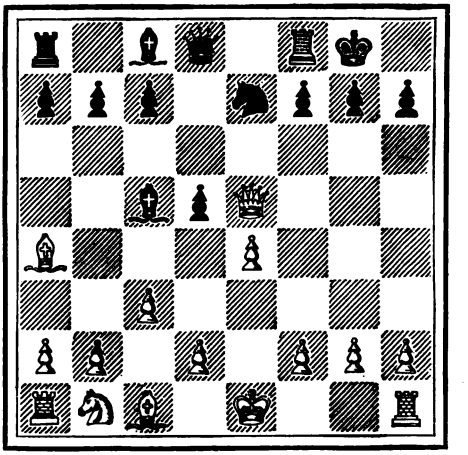

WHITE.

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78. Col. 31.—If 6 B—B4, 6 Kt—B3 ; 7 P—Q3, 7 P—Q4 ; 8 P×P, 8 Kt×P ; 9 Kt—Q2, 9 B—K2; 10 Kt—K4, (or 10 Kt—B3, 10 Kt—Kt3; etc.,) 10 O—O even game.

79. Col. 31.—Or 6....B—B4 ; 7 P—Q3, 7 Kt—K2 ; (7....Kt—B3 ; 8 P—K5, 8 Kt—Q4 ; 9 B—Kt3 leads to a similar line of play as in the main variation in favor of White) 8 Q—R5, 8 P—Q4 ; 9 Kt—Q2+

80. Col. 31.—It would not be good play to advance P—K5 at once as Black after Kt—K5 threatens to attack the B by Kt—QB4. Nor is 7 P—QB3, 7 P—Q4 ; 8 P—K5, 8 Kt—Q2 ; 9 P×P, 9 Q—Kt3; favorable for White who cannot support the QP by 10 Q—KKt4 on account of 10 Kt×KP.

81. Col. 31.—If 7....B—K2 ; 8 P—K5, 8 Kt—Q4 ; 9 Q—Kt4+

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82. Col. 32.—There is nothing better. If 9....K—K2 ; 10 B—Kt5 ch., 10 K—Q3; (or 10....Kt—B 3 ; 11 P—K5) 11 Q—B7 and wins ; for if 11....Kt—K2 ; 12 B×Kt ch. and mates next move.

83. Col. 32.—This variation occurred in the London tournament of 1883 between Englisch and Winower.

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84. Col. 33.—If 8....Kt—Kt5 ; 9 P—KR3, 9 Kt×KP ; 10 R—K sq.+

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85. Col. 34.—Or 9....Kt—Kt5 ; 10 P—KR3, 10 Kt—R3 ; 11 P—QB3, 11 P×P ; 12 P×P+

---

86. Col. 35.—This loses soon by an ingenious process. But even after 7....Kt—B3 ; 8 B×Kt, 8 P×B ; 9 P—KB4, we prefer White.

87. Col. 35.—This variation is the invention of Mr. G. E. Barbier, and is given in Lipschütz' edition of Gossip's Manual.

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88. Col. 36.—The sacrifice of the P is not sound, but it leads to interesting play.

89. Col. 36.—In a game between Mackenzie and Bird in the London tournament of 1883, the former played here 9 P—Q3 and the game proceeded 9....P—Q R4 ; 10 O—O, 10 R—R3 ; 11 P×P, 11 B—KKt3 with a strong attack. It should be noticed that if 9 P×P, 9 Kt—B3 ; 10 B×Kt ! 10 P×B ; 11 O—O, 11 R—K sq.; 12 Q—Kt3, 12 B—R3; with an excellent attack.

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1 P—K4 / P—K4 — 2 KKt—B3 / QKt—B3 — 3 B—Kt5

37	38	39	40	41	42
3 KKt—K2 **90**		3 P—KKt3		3 B—B4	3 P—B4
4 P—B3 **91** / P—Q4	4 P—Q3	4 P—QB3 / B—Kt2	4 P—Q4 / P×P	4 P—QB3 / Q—K2 **100**	4 P—Q4 / P×QP
5 Kt×P / P×P	5 P—Q4 / B—Q2	5 P—Q4 / P×P	5 Kt×P / B—Kt2	5 O—O / P—B3 **101**	5 P—K5 / B—B4 **104**
6 Q—K2! **92** / Q—Q4	6 KB—QB4 / Kt—R4 **95**	6 P×P / QKt—K2 **97**	6 B—K3 / Kt—B3	6 P—Q4 / B—Kt3	6 O—O / KKt—K2
7 Kt×Kt / Kt×Kt **93**	7 B—Q3 / Kt—Kt3	7 O—O / P—QB3	7 Kt—B3 / O—O	7 P—QR4!D**102** / P—QR3	7 P—B3 **105** / P×P
8 P—Q4 / B—KB4	8 P—Q5 / P—Kt3	8 B—B4 / P—Q4	8 O—O / Kt—K2	8 B—B4 / Kt—Q sq. **103**	8 Q—Kt3 D / P×P
9 Kt—Q2 / O—O—O	9 P—QKt4 / Kt—Kt2	9 P×P / P×P	9 B—B4 / P—Q4	9 P—R5 / B—R2	9 B×P **106** / P—QR3 **107**
10 Kt—B4 / B—Kt3 **94**	10 B—R6 / QR—Kt sq.	10 B—Kt5 ch. / B—Q2 **98**	10 P×P / QKt×P	10 Q—Kt3 / P×P	10 Kt—Kt5 / R—B sq.
11 B—KB4+	11 P—QR4+ **96**	11 B×B ch. / Q×B	11 Kt×Kt / Kt×Kt	11 P×P / Kt—B2	11 B—B4+
		12 Kt—K5+ **99**	12 B×Kt / Q×B	12 Kt—B3 / P—B3	
			13 P—B3— / P—Kt3—	13 P—K5+	

Column 41. Move 7. P—QR4.

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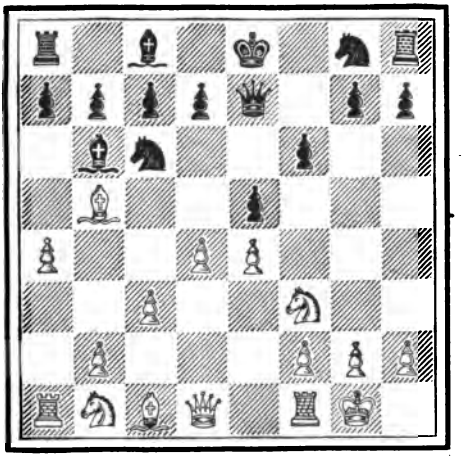

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Column 42. Move 8. Q—Kt3.

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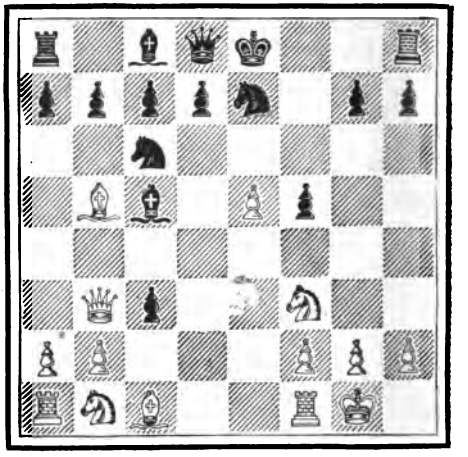

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90 Col. 37.—A defense adopted by Steinitz against Blackburne in the Vienna tournament of 1873.

91. Col. 37.—We consider this stronger than the continuation 4 P—Q4, 4 P×P ; 5 Kt×P, 5 Kt×Kt ; 6 Q×Kt, 6 Kt—B3 ; 7 Q—Q5, 7 B—K2 ; 8 Kt—B3, 8 O—O, (not 8....B—B3 as played by Steinitz in the above named game. (See illustrative games) 9 B—Q2, 9 Q—K sq. followed by P—O3 with an even game.

92. Col. 37.—The position would be identical with a variation in the Ponziani opening if now followed 6 Q—B4, 6 Q—Q4; etc.

93. Col. 37.—Or 7....P×Kt ; 8 B—B4, 8 Q—KB4 ; 9 O—O (equally good is 9 P—Q4) followed by P—KB3+

94. Col. 37.—Of Course the Black dare not take the B on account of Kt—Q6 ch.

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95. Col. 38.—There is nothing better as White threatens Kt—Kt 5 or Q—QKt3.

96. Col. 38.—Black's Kt is useless and his position is much cramped otherwise. If Black now play 11 ....P—QB4 ; White answers B—K3 followed by QKt—Q2.

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97. Col. 39—Mr.Barnes,the originator of this defence, justly gives this as Black's best move in his analysis published in Brentano's *Chess Monthly*.

98. Col. 39.—Or 10....Kt—B3 ; 11 R—K sq. ch., 11 Kt—K2 ; 12 B—Kt5, 12 P—B3 ; 13 QB—KB4+

99. Col. 39—Black must exchange B for Kt and then he has an isolated P and a hole on his King side, while his Q side is also too much exposed to allow his castling on that side very comfortably.

---

100. Col. 41.—If 4....KKt—K2 ; 5 O—O, 5 P—Q4, ? 6 Kt×P, 6 P×P ; 7 Kt×P ! 7 K×Kt ; 8 Q—R5 ch., 8 Kt—Kt3 ; 9 Q×B+. This variation occurred between Golmayo and Steinitz in their last match game of 1888.

101. Col. 41.—The combination of the last three moves of Black formed Boden's favorite defense.

102. Col. 41.—After 7 Kt—R3, 7 Kt—Q sq.; 8 Kt—B4, 8 Kt—B2 ; 9 Kt—K3, 9 P—B3 ; 10 Kt—B5, 10 Q—B sq.; 11 B—Q3, 11 P—KKt3 ; followed by P—Q3 as played in a game between Morphy and Lowenthall, Black obtains an even game. The move in the text obviously threatens B×Kt followed by P—R5.

103. Col. 41.—If 8....P—Q3 ; 9 P—R5, 9 B—R2, ! (for if B×P, then obviously P—Q5 wins ; and if 9....Kt×P ; 10 B×Kt, 10 R×B ; 11 R×Kt, 11 B×R ; 12 Q—R4 ch. and wins).

---

104. Col. 42.—Or 5....B—Kt5 ch.; 6 P—B3, 6 P×P ; 7 O—O, 7 P×P ; 8 B×P with a strong attack, or else 6 QKt—Q2, followed by O—O and Kt—Kt3.

105. Col. 42.—The safest plan for moderate players would be 7 QKt—Q2 followed by Kt—Kt3 and R—K sq., or QB—Kt5, recovering the P with the better game.

106. Col. 42.—White's position is similar to that arising in the Danish Gambit, but we think it is more in White's favor than the latter opening.

107. Col. 42.—Or 9....Kt—R4 ; 10 Q—B3, or if 9....P—Q3; 10 R—Q sq., or Kt—Kt5.

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	1	2	3
	P—K4	KKt—B3	B—Kt5
	P—K4	QKt—B3	

Game 1.

International Chess Magazine, March-April double number, 1888.

GOLMAYO
STEINITZ

3	P—Q3	
4	P—Q4	
	B—Q2	1
5	O—O	
	KKt—K2	—
6	P—Q5	2
	QKt—Kt sq.	
7	B—Q3	
	P—KKt3	
8	QB—KKt5	
	B—Kt2	
9	Q—Q2	
	P—KR3	
10	B—K3	
	P—KB4	3
11	Q—QKt4	
	Q—B sq.	4
12	Kt—R3	
	O—O	
13	Kt—K sq.	
	P—QR4	
14	Q—B3	
	P—B5	
15	B—Q2	5
	K—R2	6
16	Kt—Kt5	
	Kt—R3	
17	Q×RP	7
	P—Kt3	
18	Q—B3	
	Kt—QR4	
19	P—QKt4	8
	KKt×QP	D
20	Q—B4	
	B×Kt	
21	Q×Kt (Q5)	9
	P—B3	
22	Q×QP	
	Kt×B	
23	P×Kt	10
	R—R2	11
24	P—QR4	
	KR—B3	12
25	Q×KP	13
	R(B3)—B2	
26	Q—Q6	
	B×R	
27	P×B	14
	R—B3	

White resigns.

Game 2.

International Chess Magazine, May, 1888.

PONCE
STEINITZ,

5	P×P	15
	Kt×P	
6	P—KKt3	
7	Kt×Kt	
	P×Kt	
8	KB—QB4	16
	B—Kt2	
9	Q—B3	
	Kt—B3	
10	R—K sq.	17
	O—O	
11	P—B3	18
	R—K sq	19
12	B—Kt3	
	P—Q4	
13	B—B2	
	B—B4	
14	B—Kt5	
	P×P	
15	Q—Kt3	
	R—Kt sq.	20
16	P—Kt3	
	P—KR3	
17	R—Q sq.	
	Q—K2	
18	B×Kt	
	Q×B	
19	Q×BP	21
	P—K6	D
20	B×B	
	P×P ch.	
21	K×P	
	Q×B ch.	
22	K—Kt sq.	
	B—K4	22
23	Q—Q7	
	QR—Q sq.	
24	Q×QR	23
	R×Q	
25	R×R ch.	
	K—Kt2	
26	Kt—R3	24
	B×P	
27	White resigns.	25

Game 3.

ANDERSSEN
SUHLE.

4	B×Kt ch.	26
	P×B	
5	P—Q4	
	P—KB4	27
6	P×KP	
	BP×P	
7	Kt—Kt5	
	P—Q4	
8	P—K6	
	Kt—R3	
9	O—O	
	Q—B3	
10	P—QB4	28
	B×P	
11	QKt—B3	
	R—Q sq.	
12	Q—R4	
	B—Q2	
13	P×P	29
	P×P	
14	Q—R5	
	P—B3	
15	KKt×KP	
	P×Kt	
16	B—Kt5	
	B—Kt5	
17	Q×B	
	Q×B	
18	Kt×P	
	P—B4?	30
19	Q—B4	
	Q—K4	31
20	KR—K sq.	
	K—B sq.	
21	Kt×P	
	Q—B3	
22	QR—Q sq.	
	B—B sq.	
23	Q—QKt4?	32
	K—Kt sq.?	33
24	Kt—K4	
	Q—B sq.	
25	Q—B4 ch.	
	Kt—B2	
26	R×R	
	Q×R	
27	Kt—Q6 & wins.	D
		34

Game 4.

International Chess Magazine, April-May, double number, 1886.

STEINITZ
ZUKERTORT,

3	Kt—B3	
4	P—Q3	
	P—Q3	
5	P—QB3	
	P—KKt3	
6	P—Q4	
	B—Q2	
7	Kt—Q2	
	B—Kt2	
8	P×P	
	QKt×P	
9	Kt×Kt	
	P×Kt	
10	Q—K2	
	O—O	
11	P—B3	
	P—QR4	
12	B—Q3	
	Q—K2	
13	Kt—B sq.	
	B—K3	
14	P—KKt4	35
	KR—Q sq.	
15	P—KR4	
	Q—Q2	
16	B—B2	
	P—KR4	36
17	P—Kt5	37
	Kt—K sq.	
18	Kt—K3	
	Q—B3	
19	P—QB4	38
	Kt—Q3	39
20	B—Q3	
	R—Kt sq.	
21	Kt—Q5	
	B×Kt	40
22	BP×P	
	Q—Q2	
23	B—Q2	
	R—R sq.	41
24	QR—B sq.	
	P—QB3	
25	R—B5	
	P×P	
26	R×QP	
	Q—R5	42
27	P—R3	
	P—QKt3	
28	B—QB3	
	Q—K sq.	
29	Q—KB2	43
	Kt—B sq.	
30	B—Kt5	44
	Q—K2	
31	R×R ch.	
	Q×R	
32	O—O	
	Kt—R2	
33	B—B4	
	Kt—B3	45
34	B—Q5	
	R—B sq.	
35	P—B4	46
	Q—Q2	47
36	P—B5	
	Kt—K2	48
37	B—R2	
	P×P	49
38	P×P	
	B—B sq.	50
39	Q—B3	D 51
	P—K5	
40	Q×RP	
	Black resigns.	52

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Golmayo v. Steinitz.

1. Game 1.—4....P×P is also good. It transposes the game into a position arising in Philidor's defence. Compare Col. 13 p. 148
2. Game 1.—Though this cramps the adverse pieces, Black obtains the initiative of an attack against the fixed KP. If 6 P×P, 6 P×P; (not 6....Kt×P; on account of 7 Kt×Kt, and if 7....B×B; 8 Kt×BP, 8 K×Kt; 9 Q—R5 ch.+) 7 B—QB4, then 7....Kt—B sq. with the view of answering Kt—Q3 against the attack by Kt—Kt5 is the only correct play.
3. Black has evidently the best of the game. For if White answer P×P the P retakes with a formidable attack.
4. Game 1.—B—B sq. with the object of playing Kt—Q2 was, we believe, better.
5. Game 1.—The subsequent loose position of his Q and B is fraught with danger. In such a blocked situation freedom for his Q to retreat to Q2, if necessary, should have been reserved and, B right back to B sq. was the proper move.
6. Game 1.—Necessary for his plan of breaking in at the 19th move.
7. Game 1.—Whether or not he takes this P, Black obtains a strong attack by Kt—QB4.
8. Game 1.—Black threatened Kt×KP followed by B×Kt, or vice versa.
9. Game 1—If 21 Q×B, 21 P—B3; 22 Q—B4, 22 P—QKt4 wins the Q at once.
10. Game 1.—Much better anyhow was Kt×B, though the Q could not be saved, even then, if Black replied R—K sq.
11. Game 1.—Not as correct as R—K sq., threatening R—K3, and leaving White without resource.
12. Game 1.—After 24....R—Q sq., White has no other option than to give up the Q for two pieces, commencing with P×B.
13. Game 1.—P×B was still his best plan.
14. Game 1.—White has lost a Rook and yet cannot save the Q. If 27 P—K5, 27 R (R2)—K2 followed by R—K3, etc.

Ponce v. Steinitz.

15. Game 2.—This may be as safely played as KKt—K2, adopted in the previous game.
16. Game 2.—If 8 Q—Q4, Black's best answer is 8....Q—B3.
17. Game 2.—A premature preparation for the attack which leaves the R unprotected, and subsequently causes him embarrassment. It was for many purposes better to develop Kt—B3, followed by B—Q2 and the other R—K sq.
18. Game 2.—Still Kt—B3 was preferable.
19. Game 2.—11....Kt×P was tempting, for after 12 Q×Kt, 12 R—K sq.; 13 B×P ch., 13 K×B; 14 Q—B3 ch., 14 K—Kt sq.; Black has the superiority of position. But if White answered 12 R×Kt, we prefer his game after 12....P—Q4; 13 R—K sq., 13 P×B; 14 Kt—R3, etc.
20. Game 2.—Always a considerable compensation for allowing his Pawns to be doubled in the present and similar openings. By compelling White to advance the QKtP, Black indirectly obtains greater command for his KB, which can be easily unmasked by removing the Kt that now blocks his action.
21. Game 2.—Recovering his P but subjecting himself to an irresistible attack.
22. Game 2.—Threatening Q—R4 at once, or after B×P ch.
23. Game 2.—If 24 Q×Q, 24 R×R ch.; 25 Q—B sq., 25 B×P ch.; 26 K—B2, 26 B—Kt6 ch.; and wins, for White must now capture the B, as he would be mated in two moves if he retreat K—Kt sq.
24. Game 2.—This loses at once, but even 26 Kt—Q2 would not have saved the game on account of 26....B—B3; 27 R—K8, 27 B×P; 28 R—Q sq., 28 Q—QB7; and wins.
25. Game 2.—Obviously Black wins the Kt now by Q—B4 ch.; or if 27 R—Q B sq., 27 B—Kt7.

Anderssen v. Suhle.

26. Game 3.—Anderssen generally adopted this early exchange, which, however, we do not approve of.
27. Game 3.—A hazardous venture now that White will be soon ready to castle, and this alone makes the counter gambit more dangerous than in a similar position in the Philidor defence.
28. Game 3.—A splendid move which gives him an irresistible attack, as it forces a break in Black's centre sooner or later.
29. Game 3.—So far White has admirably conducted his attack, but we doubt the policy of the sacrifice

(Continued on page 23.)

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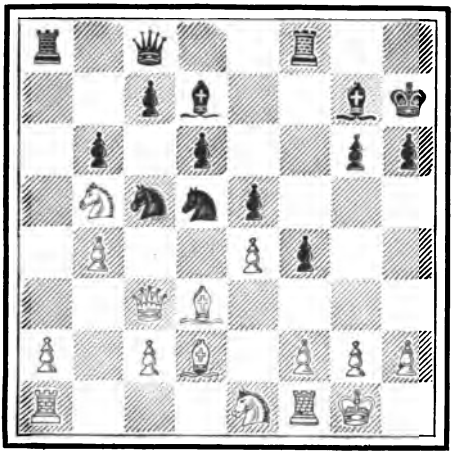
GAME No. 1.

Move 19....KtxQP

BLACK—STEINITZ.

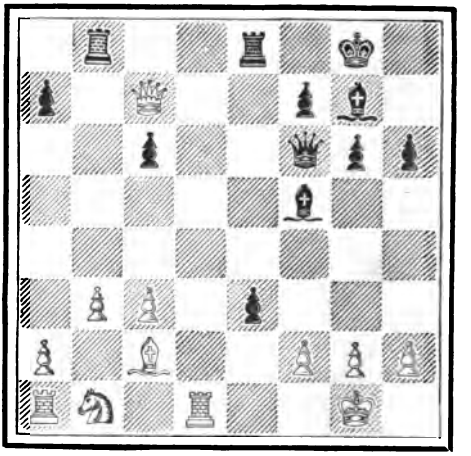


WHITE—GOLMAYO.

GAME No. 2.

Move 19....P—Kt6.

BLACK—STEINITZ.

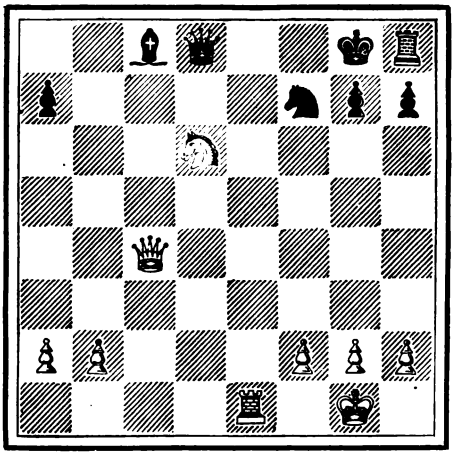


WHITE—PONCE.

GAME No. 3.

Move 27. Kt—Q6.

BLACK—SUHLE.

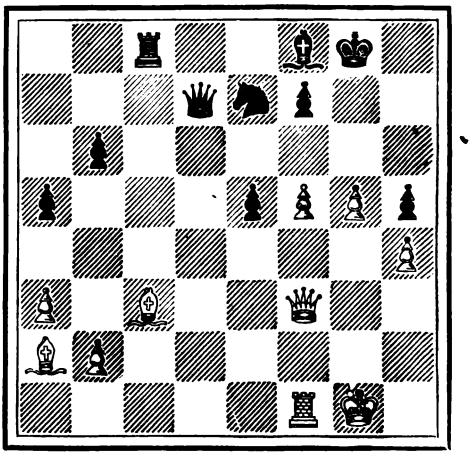


WHITE—ANDERSSEN.

GAME No. 4.

Move 39. Q—B3.

BLACK—ZUKERTORT.



WHITE—STEINITZ.

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(Continued from page 21).

which this and the next hidden move initiated, and we would have preferred the plain Q—R5 which must have recovered the P with the superior game.

30. Game 3.—This effort to prevent the ch. of the Kt much endangers his game, which, we believe, was quite good enough after 18....Q—K2; 19 Kt—Q6 ch., 19 K—B sq.; 20 KR—K sq., 20 B—K3; 21 QR—Q sq., (after 21 R×B, 21 Q×R; White has no discovered ch. with the Kt that would much imperil Black's game) 21....Kt—B2; 22 R×B, 22 Q×R; 23 Kt—B5 ch., 23 K—Kt sq.; and wins. For if now 24 Kt—K7 ch., Black answers Q×Kt, and if R×R ch. first, the Black King obviously gains a square for escape at B2 after retaking with the Kt.

31. Game 3.—Again 19....Q—K2 was better and might have led to the following continuation: 20 KR—K sq., 20 B—K3; 21 Q—Kt5 ch., (or 21 Kt—B6 ch., 21 K—B2 and wins) 21 K—B2; 22 Kt×P, 22 R—Q3, etc., with a defensible game.

32. Game 3.—White could have won here at once by 23 Kt—K4, 23 Q—K2; (or 23....R×R; 24 R×R, and wins either by Q×B ch., or R—Q8 ch. accordingly), 24 Kt—Q6, 24 Q—Q2; 25 Q—B4 ch., 25 K—Kt sq.; 26 Q—Kt5, 26 K—B sq. (We see nothing better, if Q×Kt the reply Q×R ch. is sufficient to win. If 26....Kt—B2; 27 Kt×Kt, 27 Q×R; 28 Kt—R6 ch., and mates next move, otherwise White threatens R—K7) 27 Kt×B, 27 Q×R; 28 Q—KB4 ch., 28 Kt—B2; 29 Q—Kt4 ch., 29 K—Kt sq., (if Kt or R interposes he loses his Q) 30 Kt—K7 ch., 30 K—B sq.; 31 Kt—Kt6 double ch., 31 K—Kt sq.; 32 Q—B8 ch., 32 R×Q; 33 Kt—K sq. mate.

33. Game 3.—Salvioli justly points out that Black would have escaped now with a piece ahead by K—B2.

34. Game 3.—If 27....P—KR3; 28 Kt×Kt, followed by Kt—Kt5 ch. Or if 27....Q×Kt; 28 R—K8 ch., followed by Q×B and wins easily.

Steinitz v. Zukertort.

35. Game 4.—Compare Cols. 4, 5 and 6 of our tables for analysis up to this juncture.

36. An excellent move which neutralizes the attack of White's Pawns.

37. Game 4.—Certainly better than P×P in which case White could not make much use of the open KKt file, and Black after retaking with the Kt, might eventually enter at KB5.

38. The key move to White's future operations is the centre. White can defend this P if attacked by the adverse Kt without being compelled to advance P—QKt3 in which case Black would obtain some counter attack by P—R5.

39. Game 4.—If 19....R—Q5; 20 B—Q3, 20 Kt—Q3; 21 P—QKt3, threatening Kt—B2 or B—Kt2.

40. Game 4.—The exchange is unfavorable for Black, and we should have preferred B—KB sq., as White's Kt could not do much harm for the present.

41. Game 4.—The best defence for this P. If 23....P—QKt3; 24 R—QB sq. threatening R—B 6.

42. Game 4.—An indifferent move which in no way alters the course of White's attack, but, practically, his line of defence would not have been much changed. If 26....P—QKt3; 27 B—B3, 27 Q—K2 or K sq.; 28 Q—KB2, etc.

43. Game 4.—Besides attacking the QKtP, the move in the text prepares a strong onslaught with the KBP eventually.

44. Game 4.—Useless. It would have been better to have exchanged Rooks at once.

45. Game 4.—R—QB sq. was much better. For whether White answered P—Kt3 or B—Q5 Black could answer Kt—Kt4, and though in the latter case White would still have some attack by P—KB4, which, however, would not have been as potent, as he could not avoid the exchange of his powerfully posted QB.

46. Game 4.—There is hardly any satisfactory defence against the attack here initiated.

47. Game 4.—If 35....P×P; 36 Q×BP, etc.

48. Game 4.—No better was 36....P×P; 37 Q×P, 37 Q×Q; 38 R×Q, 38 Kt—Q sq.; (or 38....Kt—K2; 39 B×P ch., 39 K moves; 40 R—B3, etc.,) 39 P—Kt6 and wins.

49. Game 4.—P—B6 was threatened, and if 37....B—B sq.; 38 B×P ch., 38 K×B; 39 P×P double ch., 39 K—K3 best; 40 Q—B7 ch., 40 K—Q3; 41 R—Q sq., ch., and wins.

50. Game 4.—In the hope that White might take the QKt—P to which Black would answer Kt—Q4 threatening B—B4 ch.

51. Game 4.—The decisive answer which prevents the entrance of Kt—Q4 and attacks the indefensible RP.

52. Game 4.—R×B is the only defence and then would follow B×P ch. and P—B6 mate.

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1 P—K4 / P—K4

2 KKt—B3 / QKt—B3

3 B—Kt5

Game 5.

London Tournament 1886.

GUNSBERG / SCHALLOPP.

3 Kt—B3 / P—Q3 **53**
4 Kt—K2 **54** / P—B3
5 P—B3 / B—R4
6 Kt—Kt3 / P—R4 **55**
7 P—KR4 / B—KKt5
8 Q—Kt3 / Q—K2
9 P—Q4 **56** / P×P
10 QB—KKt5 / P×P
11 O—O—O D / P×P ch.
12 K—Kt sq. **57** / O—O? **58**
13 Q—R3 / B—B2? **59**
14 P—K5 **60** / B×Kt
15 P×Kt / B—K5 ch.
16 Kt×B / Q×Kt ch.
17 B—Q3 / Q—K4
18 KR—K sq. / Q—R4
19 P×P! D **61** / R—QB sq. **62**
20 Q—Kt3 / P—Q4 **63**
21 B—B5 / Kt—R3
22 B—B6 / R—K sq.
23 Q—KB3 / Resigns.
24

Game 6.

London Chess Congress, 1883. **64**

STEINITZ / ROSENTHAL.

4 B—B4 **65** / P—B3
5 Q—K2 **66** / O—O
6 O—O / P—Q4
7 B—Kt3 / B×Kt **67**
8 KtP×B **68** / Kt×P
9 P—Q3 / Kt×P
10 Q×P / Kt—Kt4
11 P—B4 / Kt—B2
12 B—R3 / R—K sq.
13 Q—R5 / P—B3
14 P—Q4 / R—K5 **69**
15 P×P / P×P
16 Kt—Q2 / P—KKt3 **70**
17 Q—R6 / R—K sq. **71**
18 QR—K sq. / B—K3
19 R—K3 / Kt—B3
20 Kt—B3 / Kt—Kt4
21 KR—K sq. / Q—Q2
22 B—B5 / P—Kt3
23 B—R4 / Kt—B2
24 B—R3 / P—QKt4
25 B—B2 / P—Kt5
26 B—Kt2 **72** / Kt—R4
27 Kt—R4 / Kt—B5
28 Kt×P **73** / Kt×R
29 R×Kt

Game 6—Cont'd.

30 B—B4 **74** / Kt—K5 **75**
31 R×Kt **76** / P×R **77**
32 B×B / P×P
33 R—K sq. **78** / R—Kt3 ch.
34 B—Kt3 / R×B ch! **79**
35 P×R / P—B7 ch. D
36 K×P / Black mates in two moves

Game 7.

International Chess Magazine, March, 1885.

SELLMAN / STEINITZ.

3 P—QR3 / B—R4
4 KKt—K2 / P—Q4
5 P×P / Kt×P
6 Kt×Kt / Q×Kt
7 P—QKt4 / B—Kt3
8 P—Q3 / P—QB3 **80**
9 B—K3 / B—B4 **81**
10 Kt—B3 / Q—K3
11 Kt—R4 / B—B2 **82**
12 Kt—B5 / Q—B sq.
13 B—K2 / P—QKt3 **83**
14 Kt—Kt3 / P—K5 **84**
15 P—Q4 **85** / Q—K3
16 P—KKt4 **86** / B—Kt3
17 P—QB4 / P—KB4 **87**
18 P—Q5 / Q—Q3 **88**
19 P×KBP / B×P
20 Kt—Q4 / B—R6 **89**
21 B—Kt4 / B—Kt7 **90**
22 Kt—B5 / Q—B3
23 P—Q6 D **91** / B×R **92**
24 P×B **93** / O—O
25 B—Q4 / Q—Kt4 **94**
26 P—KR4 / Q—B5
27 P—B8 queening. / R×Q
28 Kt—K7 ch. / K—B2
29 Kt×R

Game 7—Cont'd.

30 Kt—R3 / B—K3
31 Q—B2 / Kt—Q6 ch.
32 K—Kt sq. **95** / B—K6 ch.
33 K—B sq. **96** / Q—R5 **97**
34 P—Kt3 **98** / Q—K5
35 Q—Kt2 / B—R6
36 Q×B / Q—B6 mate.

Game 8.

London Chess Congress, 1883.

TSCHIGORIN / ZUKERTORT.

3 Kt—B3 / O—O
4 Kt×P / P—Q4
5 B—K2 / P—Q5
6 Kt—Q3 / B×Kt **99**
7 QP×B / P×P
8 P—B3 **100** / P×P **101**
9 B×P / B—K3
10 O—O / QKt—Q2
11 Kt—B2 **102** / Q—K2
12 P—KB4 / Kt—Kt3
13 P—B5 / B—B5
14 P—K5 / KKt—Q4 **103**
15 P—B6 / Q—Kt5 **104**
16 Q—B sq. / KR—Q sq.
17 B—R3 / Q—R4
18 Kt—Kt4 **105** / Kt×P
19 P×Kt / R—Q7
20 P×P! D / R×B **106**
21 Kt—R6 ch. / K×P
22 Kt—B5 ch. / K—B3
23 Q—R6 ch. / K—K4
24 B—Kt2 ch. **107** / K—Q4
25 Kt—K3 ch. / K—B4 **108**
26 R—B5 ch. / Kt—Q4
27 Kt×B / K×Kt **109**
28 Q—R4 ch. / K—B4
29 R×Kt ch. and wins. **110**

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Gunsberg v. Schallopp.

53. Game 5.—To this game was awarded the brilliancy prize in that tournament:

54. Game 5.—A defence first adopted by Mortimer in the London tournament of 1883. Should White capture the KP he would lose a piece by the reply P—QB3, followed by Q—R4 ch.

55. Game 5.—This weakens the King's side and is the cause of future trouble. But we believe he could afford that by proper subsequent play, especially as Black has apparently nothing better than to oppose his KRP in the same way.

56. Game 5.—Black now enters on a bold and spirited attack which is only justified by the result, but we believe is not analytically sound.

57. Game 5.—All very clever and relatively correct as he must stand or fall with the attack, which he has initiated at the cost of material.

58. Game 5.—But just a little precaution on the part of White might have turned affairs, B—Kt3 attacking a P and getting a piece into safety which stood loose on the board was clearly the proper play. The move in the text was simply an error, and is taken advantage of by the opponent with great ingenuity.

59. Game 5.—After this his game becomes rapidly disorganized. He still could have made his defence good by B—Q sq.

60. Game 5.—Of course the natural sequence. Black after this gives no rest to the enemy, who is practically beaten already.

61. Game 5.—This point constitutes the brilliancy quality of this game. Though the soundness of the previous sacrifice of two Pawns is very questionable, the game is now well redeemed by this offer of a sacrifice of the Q, which, if accepted, would be followed by mate in three moves, namely, by P×R queening ch., B—R6 ch., and R—K8 mate.

62. Game 5.—If R—Q sq., Black would win a R by exchanging Queens, followed by B×R and R—K8 ch., and if K×P Black would win speedily by Q×P ch., etc.

63. Game 5.—There was no resource. If 21 Kt—Q2, 21 B—Kt6; 22 P—Q4 (or 22 Kt—K4, 22 R×Kt); 23 B×P ch., 23 K×B; 24 R—K7 ch., 24 K—Kt sq.; 25 Q—KB3, and wins.

Steinitz v. Rosenthal.

64. Game 6.—To this game was awarded the special prize for brilliancy in the grand tournament of that Congress.

65. Game 6.—Though Black obtains some attack by this and the next move, the line of play here adopted cannot be recommended, as Black has to sacrifice a P, which should give White the advantage.

66. Game 6.—If 5....P—Q3; 6 P—Q4, 6 P×P; 7 P×P, 7 B—Kt5 ch.; 8 K—B sq. + threatening Q—R4.

67. Game 6.—Better than P—Q5, in which case Black could well retreat Kt—Kt sq.

68. Game 6.—Best. If 8....QP×B; 9 Kt×P, 9 Kt×P; 10 R—K sq., 10 P or B—KB4; 11 Kt—Q2, with an excellent game.

69. Game 6.—Loss of time, as the opponent's next two excellent moves prove.

70. Game 6.—If 17 R×P, 17 B—B2; 18 P—B4 best, 18 Kt—B3, with an excellent game.

71. Game 6.—If now 18 R×P, 18 KR—K sq.; 19 Kt—B3, 19 B—Kt2; 20 R—QKt5 (or 20 R—Q6, 20 B—B2; or 20 R—KKt5, 20 P—KR3; 21 R—Kt4, 21 Kt—K4, etc.), 20....B—B3; 21 R—Kt3, 21 Kt—K4, with a strong attack.

72. Game 6.—B—B sq. was much better. If, however, 26....B—R4, White could not capture the B on account of the answer R—B3, but he could move QR—Kt sq., followed by Kt—Kt4 if once more attacked by R—QB sq.

73. Game 6.—An unsound sacrifice if White had played properly.

74. Game 6. An error which costs the game. P×Kt instead would have won easily by 30 P×Kt, 30 B×P; 31 Q—Kt2, 31 B—R7 ch.; (or 31....Q—R5; 32 B—Q2 and must win), 32 K—B sq. etc.

75. Game 6.—A beautiful rejoinder which turns the tables.

76. Game 6.—This makes matters worse. The best defence now was Q—Kt2, which might have led to the following continuation: 31 Q—Kt2, 31 R—KKt3; 32 B—Kt3, 32 Q×Q ch.; 33 K×Q, 33 B×B; 34 P×B, 34 R×P ch.; 35 K—R2, 35, R×P; 36 Kt—Kt4, followed soon by R—QB sq. If, however, 31 P×Kt, 31 R—Kt3 ch., 32 B—Kt5 (of course if 32 K—Rsq., 32 Q—B6 ch. and mates next move. Or 32 B—Kt3, 32 B×B and wins), 32 B×P ch.; 33 K—B2!, 33 B—Kt6 ch; 34 K—K2, 34 Q—Kt5 ch., with a winning game.

77. Game 6.—Beautiful play. Though the adversary comes out a piece ahead the line of attack in the text is much stronger and finer than recovering a clear R by R—Kt3 ch., in which case White would have interposed the B followed by Q—Kt2 in reply to P×R.

78. Game 6.—Fatal. But Q—B2 was not much better, *e.g.*, 33Q—B2, 33 R—Kt3 ch; (not R—K7, in which case White could reply R—K sq.) 34 B—Kt3, 34 P—KR4; 35 Kt—K3, 35 P—R5; 36

(Continued on page 27.)

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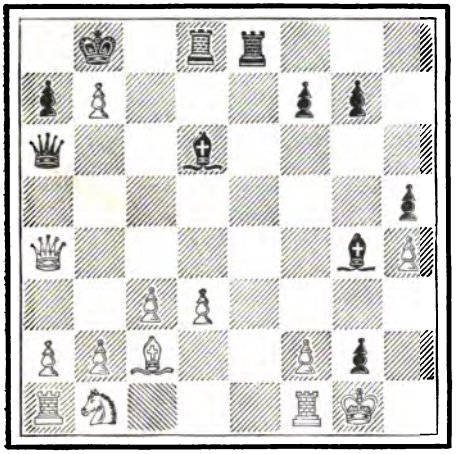
GAME No. 5.

Move 19....P×P.

BLACK—SCHALLOPP.

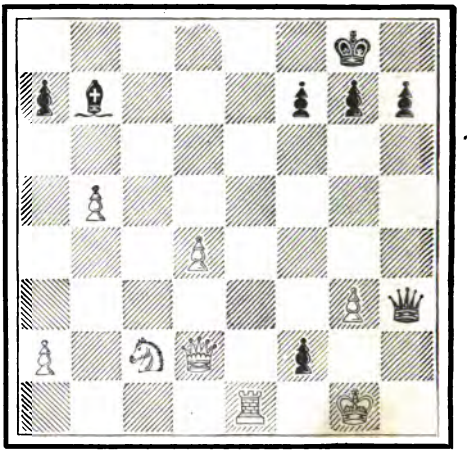


WHITE—GUNSBERG.

GAME No. 6.

Move 35....P—B7 ch.

BLACK—ROSENTHAL.



WHITE—STEINITZ.

GAME No. 7.

Move 23....P—Q6.

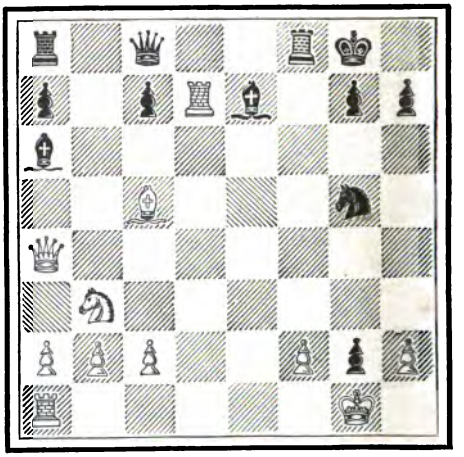
BLACK—STEINITZ.

WHITE—SELLMAN.

GAME No. 8.

Move 20....P×KtP.

BLACK—ZUKERTORT.



WHITE—TSCHIGORIN.

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(Continued from page 21).

Kt—B sq., 36 P×B; 37 P×P (if Kt×P, the answer is P—KB4), 37....R—R3; 38 Kt—R2 (if 38 Q—R2, 38 P—R7 ch.; wins at least a piece) 38 R—K3 with a fine attack.

79. Game 6.—Mr. Rosenthal now finishes off with a few elegant strokes which deserve the special prize for brilliancy awarded to this game.

Sellman v. Steinitz.

80. Game 7.—Either this or P—QB4 (which is preferred by Herr Englisch and Dr. Noa) are necessary, as Black threatens to win a piece by P—QB4 and P—B5.

81. Game 7.—This B is better posted at K3.

82. Game 7.—Aiming at a prospective attack on the King's side which is very hard to reach, and as his pieces were not well developed, and especially as his KBP, the advance of which was necessary for forming a King's side attack is blocked by his own B. Kt—Q2 was preferable.

83. Game 7.—Not good, for it weakens his QBP.

84. Game 7.—Which allows the opponent the important majority of Pawns on the Queen's side. But there was hardly anything better, as he had to guard against the adverse attack by B—B3 and P—Kt5.

85. Game 7.—If P×P followed by Q—Q4 White after retaking would play Q—K3, threatening B—K4 should Black capture the KKtP.

86. Game 7.—To cut off the QB from supporting the weak Q side, and also to prevent Q—Kt3.

87. Game 7.—His position is much confined and he makes a risky effort to extricate himself.

88. Game 7.—If 19 P×QP, 19 Kt—Q4; 20 Q—K4, 20 P×KBP; 21 B×P, 21 Kt—Kt5; 22 B—Q sq. (there seems nothing better if 22 Kt—R3 Black wins by B—Q4 followed by Q—QR4, and if 22 B—K3, 22 P×P; 23 B×P, 23 Q×B and wins) 22....B—Q4; 23 Q—K2, 23 B×KKtP followed by Kt—Q6 ch., or Q×P with a winning attack.

89. Game 7.—His best plan was to retreat B—Q 2 followed by Q—K4 in case Black answered Q—B2.

90. Game 7.—If 22 B×B, 22 Q×B; 23 Q—K4 (or 23 O—O? 23 Kt—K6 followed by B—KB4 or —Q4 with a winning game) 23 R—QB sq. with a fine game.

91. Game 7.—The winning move.

92. Game 7.—If B—Q sq. Black would win by B—Q4, or by P—Q7 ch.

93. Game 7.—Better than B—Q4 to which White might reply B—B6.

94. Game 7.—If now 26 B—B6, 26 B×Q; 27 B×Q, 27 B×B; followed accordingly by B—Q 8 or Kt—K7 ch., and remaining with a piece ahead.

95. Game 7.—If he meant to fight on at all K—B sq. was better.

96. Game 7.—If he move in the corner, then follows Kt—B7 ch., Kt—Kt5 dis.ch., and Q—R5, etc.

97. Game 7.—Q—Kt4 was most precise, for then White had not the resource of Q—K2, for in that case Black could answer B—Kt5.

98. Game 7.—Q—K2 might have prolonged the game as he could interpose the Q at B3 if Black played Q—B5 ch.

Tschigorin v. Zukertort.

99. Game 8.—In the Book of the London International Tournament of 1883 Zukertort remarks on this move: "New, bnt no improvement on the usual continuations 7 P×Kt or 7 B—K2."

100. Game 8.—An excellent move which supports the centre until the Pawns are ready for attack.

101. Game 8.—If 9 Q—Q5, 9 P×P; 10 Q×P ch., 10 B—Q2; 11 Q—Q5, 11 R—QKt sq.; 12 Kt—B3, 12 P—B3, etc. (Zukertort).

102. Game 8.—Fine play. The centre Pawns are now well prepared for action.

103. Game 8.—KKt—Q2 was better (Zukertort.) We believe that with 15 B×B, 15; P×Kt; 16 P×P, 16 R—K sq.; 17 B×Q (there seems nothing better) 17....R×Q; 18 B×P, 18 Kt—Kt4; 19 Kt—Q4, 19 R—Q7; 20 P—KR4 White had a good prospect of equalizing the game.

104. Game 8.—16 Q—K3 or B 4 would be a little better, while 16 P×P leads to immediate loss with 16 ....B×B; 17 Kt—K6, 17 Q—B3; 18 Kt×B, 18 Q—Kt3 ch.; 19 K—R sq., 19 P×P and wins. (Zukertort.)

105. Game 8.—A beautiful move. Zukertort points out that it threatens mates in 4 moves, commencing with Kt—R6 ch., or Q—Kt5 accordingly, and that 18....Q—Kt5 would have been bad White would reply Kt×BP.

106. Game 8.—If 21 B×B, 21 Kt—R6 ch.; 22 K×P, 22 Q—Kt2 ch.; 23 K×Kt, or—Kt3, 23 Q—B6 ch., followed by R—B5 ch. and wins. (Zukertort.)

107. Game 8.—24....B—Q6 ch. was, we believe, stronger still, and might have led to the following continuation: 25 K—Q4 best, 25 QR—Q sq. ch.; 26 K—B3, 26 B—Kt4 dis.ch.; 27 R—K3, 27 Kt—Q4 ch.; 28 K—Q2, 28 R×P ch. and mates in a few moves.

108. Game 8.—Obviously if R×Kt Black also answered R—B5 ch. and mates next move.

109. Game 8.—If R—K 8 ch., Black replies best K—B2. (Zukertort.)

110. Black wins the Q with a check of the Q on the 5th row.

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1 P—K4 / P—K4

2 KKt—B3 / QKt—B3

3 B—Kt5

Game 9.

Vienna Chess Congress, 1873.

ANDERSSEN
STEINITZ.

3	P—QR3	
4	B—R4	
5	Kt—B3	
6	P—Q3	
7	P—Q3	
8	B×Kt ch.	
9	P×B	
10	P—KR3	**111**
11	P—KKt3	
12	Kt—B3	
13	B—Kt2	
14	B—K3	
15	R—Kt sq.	
16	P—QKt3	
17	P—QB4	**112**
18	Q—Q2	
19	P—KR3	
20	P—KKt4	
21	Kt—Kt sq.	
22	O—O—O	
23	Kt—K2	
24	Kt—K2	
25	Kt—B3	
26	Kt—Kt3	**113**
27	Q—Q2	
28	Kt—Q5	
29	KKt—Kt sq.	
30	O—O	**114**
31	Kt—Kt3	
32	B—K3	
33	KKt—K2	**115**
34	Q—Q2	
35	B×Kt	**116**
36	BP×B	
37	Q—Kt2	
38	P—QR4	
39	K—Q2	
40	P—Q4	
41	P—KB3	
42	Q—K2	
43	QR—KB sq.	
44	Q—Kt5 ch.	
45	K—Q sq.	
46	P—R5	
47	R—R2	
48	P—QB4	
49	Kt—B sq.	
50	P—B5	**117**
51	P—QR3	
52	Q—K2	
53	P—Kt4	**118**
54	P—B6	
55	Q—R sq.	
56	Q—Kt4	

Game 9—Cont'd.

30	R(B sq.)—B2	
31	P—B4	**119** D
32	KP×BP	
33	P×P	
34	P—R4	
35	Q—Kt3	
36	Kt×P	
37	B×Kt	
38	P×B	
39	~~R×BP~~	
40	Kt—K2	
41	QR—KB sq.	
42	Q—R2	
43	Q—B2	
44	R—R3	
45	K—R2	
46	Kt—Kt sq.	
47	B—B3	
48	K—K2	
49	R—KKt sq.	
50	K—B sq.	
51	B—K2	
52	Kt—K2	
53	R—R4	
54	P—B4	
55	B×RP	
56	QR—B3	
57	P—K5	
58	P×P	
59	Q—Kt3	
60	Kt—Kt3	
61	B×Kt	

White resigns. **120**

Game 10.

London Chess Congress, 1862.

ANDERSSEN
PAULSEN.

3	Kt—B3	**121**
4	P—Q3	
5	P—Q3	
6	B×Kt ch.	
7	P×B	
8	P—KR3	
9	B—K2	
10	QKt—B3	
11	O—O	
12	O—O	
13	Kt—K sq.	
14	P—Q4	
15	P×P	
16	Kt×P	
17	B—Kt2	**122**
18	B—K3	
19	P—Q4	**123**
20	Kt—B5	**124**
21	B—B3	
22	B—B5	
23	Kt—Q3	
24	KR—K sq.	
25	KR—K sq.	
26	Q—Kt4	
27	Kt×Kt	**125**
28	P×Kt	
29	Q—Q2	
30	Q—B3	
31	P—QR4	
32	Kt—K2	
33	P—R5	**126**
34	P—B3	
35	R—R4	
36	B—Q4	
37	Q—Q3	
38	Kt—Kt3	
39	B—K4	**127**
40	P-B6!	D **128**
41	Q×P	**129**
42	Q—R5	
43	P—KKt4	
44	Q—K2	**130**
45	Q-KR sq.	**131**
46	B×B	
47	P—B3	
48	Q—R5	
49	R×B	
50	R×R	
51	P×R	
52	Q—K8 ch.	
53	K—Kt2	
54	Kt—R5 ch.	
55	Black resigns.	

Game 11.

Salvioli.

ANDERSSEN
PAULSEN.

3	P—QR3	
4	B—R4	
5	P—Kt4	
6	B—Kt3	
7	B—Kt2	
8	O—O	
9	P—KKt3	
10	P—Q3	
11	B—Kt2	
12	P—QR4	**132**
13	KKt—K2	
14	Kt—B3	
15	Kt—Q5	
16	B—R2	
17	P—Kt5	
18	Kt×Kt	
19	KP×Kt	
20	Kt—K2	
21	P—Q4	
22	P—KB3	
23	O—O	
24	Q—K sq.	
25	P—QB4	
26	Q—Kt3	
27	P—B5	**133**
28	B—Kt5	
29	P—Kt6	
30	BP×P	
31	BP×QP	
32	Kt—B4	
33	P×P	
34	P×P	
35	B×P?	**134**
36	Q—K sq!	**135**
37	P—B4	
38	P-Kt4 dis. ch.	
39	R—B2	**136**
40	Kt—K6	
41	Q—Q3	
42	Kt×B	
43	K×Kt	
44	Q×B!	D **137**
45	QR-KBsq.	**138**
46	Q—R4	
47	Kt—B3	
48	R—B3	
49	P—KR4	
50	B×R and wins	

Game 12.

Vienna Chess Congress, 1883.

BLACKBURNE
STEINITZ.

4	KKt—K2	
5	P—Q4	
6	P×P	
7	Kt×P	
8	Kt×Kt	
9	Q×Kt	
10	P—QKt4	
11	B—Kt3	
12	P—Q3	
13	P—QB3	
14	P—QB4?	**139**
15	Q—Q sq.	
16	B—Kt2	
17	O—O	
18	Q—Q2	**140**
19	R—K sq.	
20	P—B5	**141**
21	P—B2	
22	Kt—Kt3	
23	Kt—Q2	
24	B—K2	
25	Kt—B sq.	
26	O—O	
27	Q—R5	
28	QR-Ksq.	**142**
29	Kt—Kt3	
30	B—Q sq.	
31	Kt—B5	**143**
32	P—B3	
33	P—QR4!	
34	P—Q4	
35	RP×P	
36	RP×P	
37	B—K3	**144**
38	P×P	
39	QR—Q sq.	
40	Q—QB2	
41	Q—R3	**145**
42	R—K4	**146**
43	R—Q7!	D
44	Q×R	
45	Kt-R6 ch. wins.	**147**

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Anderssen v. Steinitz.

111. Game 9.—P—Q4 is, we believe, better. But Professor Anderssen had previously adopted successfully the same tactics, as in the present game, against first-class players (see for instance the two next games), and his manœuvring was, we believe, based on the idea that Black's KB cannot be brought into proper action and that Black will have to exhaust himself in his efforts to undouble his QBP. The line of play adopted here for the defence shows that the open QKt file and the two bishops are sufficient recompense for the doubled Pawn.

112. Game 9.—This and the next five moves for Black form part of one plan, namely, to manœuvre his Kt to Q5. For that purpose he was bound to provide against the hostile entrance of B—R6 as soon as the Black Kt played to K2.

113. Game 9.—Had he played P—QB3, then Black could, nevertheless, answer Kt—Q5, and would recover the piece should P×Kt.

114. Game 9.—Black has altogether neglected the principle of rapid development which was one of the maxims of the old school, and he has deferred castling until he has completed his manœuvres to obtain possession of the adverse centre with his Kt. Obviously White cannot break in at any point, while Black can form an attack in different directions after due preparations, either by the ultimate advance of the QRP or the QP or the KBP.

115. Game 9.—White has no doubt wasted time, but it is difficult to suggest any plan of operation for him that would be more than of a waiting and defensive character.

116. Game 9.—After this exchange, which might have been delayed but could hardly be avoided, Black obtains much the best of the game.

117. Game 9.—By this move Black effects his purpose of shutting up the adverse Q, and all his Pawns are well defended, or not approachable. It will be easily seen that White cannot exchange Pawns without subjecting himself to a still stronger attack on the Queen's side at once.

118. Game 9.—If he had exchanged both Pawns Black would equally gain the advantage in position afterward by P—KB4, or else by taking possession of the open QB file with his R.

119. Game 9.—Having accomplished his object of practically getting rid of the adverse Q, Black concentrates his attack on the other wing, and by steady pressure he breaks through, with some difficulty, which shows that the defensive disposition of White's forces remained strong, though they are deprived of the assistance of the Queen.

120. Game 9.—Whichever R retakes the B Black answers Q×P and wins in a few moves.

Anderssen v. Paulsen.

121. Game 10.—Though Black does not advance P—QR3 on the third move, as in the previous game, the positions become very similar, but the line of play adopted by each of the parties is widely different from the respective treatments of this opening by the players in the first quoted game which occurred eleven years later.

122. Game 10.—Generally it is preferable in such a situation to keep the B in communication with both wings and B—Q2 is preferable. The B is here posted with some remote expectation of bringing it to bear against the King's side.

123. Game 10.—Not good, for it leaves a hole at QB4, which weakens all the Pawns on the Q side. P—Kt3 with the object of playing Kt—Kt2 or else P—QB4, followed by P—KB4, was more congenial to the position.

124. Game 10.—White also plays for a King's side attack which can be easily guarded against, and he endangers his game when he could have obtained a sure advantage by manœuvring on the other side Kt—QKt 3 with the object of playing Kt—B5 or R5 sooner or later was the proper play.

125. Game 10.—Lowenthal rightly suggests here B—B sq. as much stronger. White had then to guard against the threatened P—KKt3, and his whole attack would have soon been broken. The likely continuation was after 15....B—B sq.; 16 B×Kt, 16 P×B; 17 Q—B3, 17 QB×KKt; 18 Q×B, 18 B×Kt; 19 P×B, 19 R—K4, followed by Q—K2, with much the superior game.

126. Game 10.—Black's game is now inferior. If 18....R—K5; 19 Kt—Kt3, 19 R—B5; 20 Q—QKt3, 20 B—R3; 21 B—R3, 21 P—R5, 21 Q—Q3, and we prefer White's game.

127. Game 10.—Black gives the opponent an opportunity for a beautiful combination stroke. But his game was anyhow very bad already, for in answer to QR—R sq., which was about his only other alternative, White would have replied Kt—R5 with an irresistible attack.

(Continued on page 31.)

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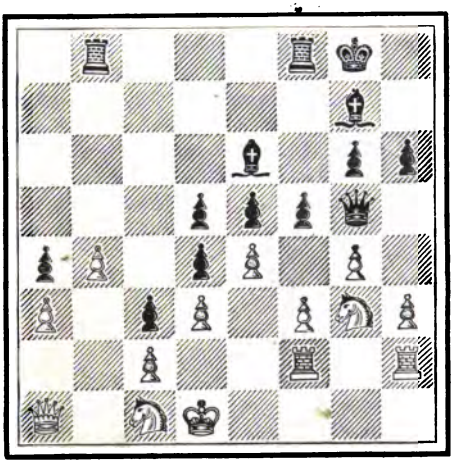
GAME No. 9.

Move 30....P—B4.

BLACK—STEINITZ.

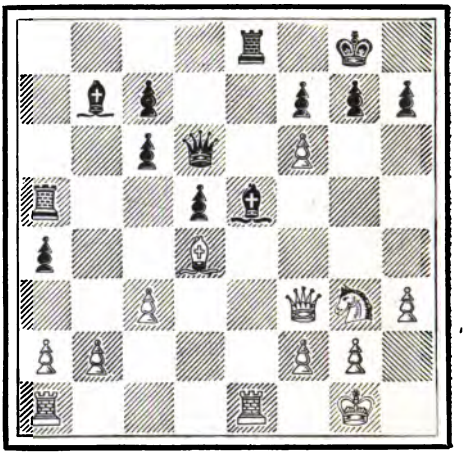


WHITE—ANDERSSEN.

GAME No. 10.

Move 22 P—B6.

BLACK—L. PAULSEN.

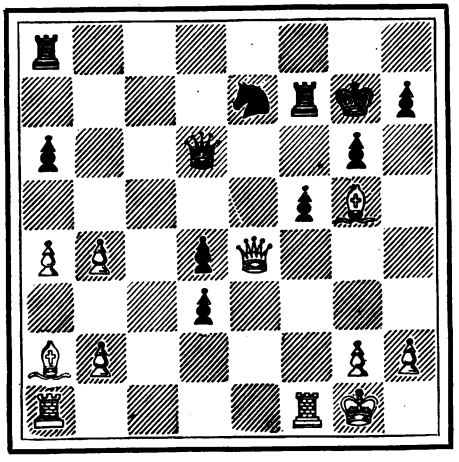


WHITE—ANDERSSEN.

GAME No. 11.

Move 24 Q×B.

BLACK—PAULSEN.

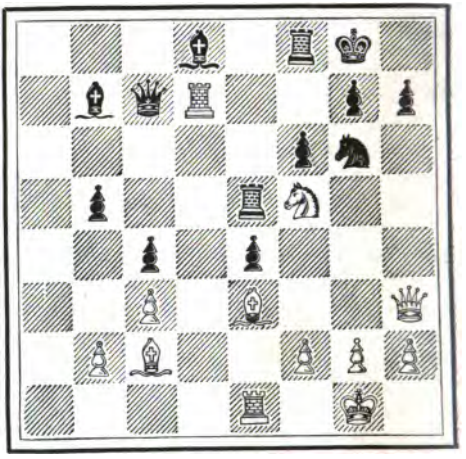


WHITE—ANDERSSEN.

GAME No. 12.

Move 24 R—Q7.

BLACK—BLACKBURNE.



WHITE—STEINITZ.

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(Continued from page 29).

128. Game 10.—The present key move of his final attack is remarkably fine and effective.

129. Game 10.—If 22....P×P; 23 Kt—B5, 23 Q—B sq.; 24 B× B, 24 P×B; 25 R×P, 25 K—R sq.; 26 Q—Kt3, with a fine attack.

130. Game 10 —Overlooking the forcible winning process by 24 R×B, 24 R×R; 25 P—KB4, 25 Q×P; 26 R—KB sq. and wins.

131. Game 10.—Black on the otherhand does not see that he can save and win the game now by Q—Kt3 followed by P—B3 if B×B.

Anderssen v. Paulsen.

132. Game 11.—We think that the move we propose in our Col. 10, viz., 8 Kt—Kt5 gives White a stronger attack.

133. Game 11.—This is premature. P—KR3 was here a necessity.

134. An error of which White takes advantage in a precise manner.

135. Game 11.—QR—K sq. would not have answered as well, as Black would attack the Q by Kt—B4.

136. Game 11.—There was nothing better. If K—R sq., the reply Kt×P ch. wins the Q or mate is effected in two more moves by Q—R4 ch.

137. Splendid style.

138. If 24 ....P×Q ; 25 R×R ch., 25 K—R sq., 26 B×Kt and wins.

Blackburne v. Steinitz.

139. Game 12.—Not good as it weakens the QP. The correct move is B—K3. (See Col. 12.)

140. Game 12.—If 11....B×P ; 12 R—K sq., 12 P—Q4 ; (best, for if 12....B—Kt3 ; 13 B—Q5, 13 R—B sq.!, 14 B—Kt 7, 14 R—B2 ; 15 B×RP followed by P—QR4 and should win. If 12.... B—B3 ; 13 B—Q5, 13 Q—Q2, 14 Q—B3, 14 B×B ; 15 Q×B, 15, R—Q sq.; 16 B—B4 followed by P—QR4 with a fine attack, and wins) 13 P—B3 followed by B×P.

141. Game 12.—Weak for White's Q4 sq. is made accessible to the hostile pieces. Kt—Kt3 at once was better.

142. Game 12.—It was better to play the KR in order to remove B—B sq., which completely protected the King's side.

143. Game 12.—In order to prepare for the advance of the QP, for if now 18....P—Q4 ; 19 P—K5 and Black dare not capture twice on account of the ultimate Kt—K7 ch., followed by Q×RP ch.

144. Game 12.—An excellent sacrifice of a P which well repays.

145. Game 12.—An ingenious trap as will be seen.

146. Game 12.—Overlooking the opponent's design. Kt—K4 with the view of sacrificing the exchange by Kt—Q6 in case the opponent played Kt—Q6 was his best defense.

147. Game 12.—This wins by force.

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1 P—K4 / P—K4 2 KKt—B3 / QKt—B3 3 B—Kt5

Game 13.

Paris Chess Congress, 1878.

ZUKERTORT / BLACKBURNE

3 P—QR3
4 B—R4 / Kt—B3
5 Kt—B3 / B—Kt5
6 O—O / O—O
7 Kt—Q5 / B—B4
8 P—Q4 / Kt×QP
9 KKt×Kt / Kt×Kt!
10 Kt—B5 / Kt—K2
11 QB—KKt5 / P—KB3
12 B—Kt3 ch. / K—R sq.
13 B—K3 **148** / P—Q3
14 P—KKt4 / B—Q2
15 Q—B3 / Q—K sq.
16 QR—Q sq. / Kt×Kt
17 KtP×Kt / B×B
18 Q×B / P—KKt3! **149**
19 P×P / Q×P ch.
20 K—R sq. / B—B3
21 P—B3 / Q—Kt4
22 Q—K2 / P—B4
23 KR—Kt sq. / Q—R3 **150**
24 R—Kt3 / P×P
25 P×P / Q—B5
26 R—K sq. / B—Ksq.!D **151**
27 Q—B4 / B—Kt3
28 Q—Kt4 / P—B3!
29 R(Kt3)—K3 / P—Q4 **152**

Game 14.

Correspondence Game.

FRANKFORT / STUTTGART.

5 O—O / Kt×P
6 P—Q4 / P—QKt4
7 B—Kt3 / P—Q4
8 P×P / Kt—K2
9 Kt—Kt5 / Kt×Kt? **153**
10 B×Kt / P—QB3
11 P—QR4 / P—Kt5? **154**
12 P—QB4! / P×P in passing.
13 Kt×P / R—Kt sq.
14 Kt—K4! / B—K3 **155**
15 Kt—Q6 ch. / K—Q2
16 Q—Q3 / Q—Kt3
17 P—R5 **156** / Q×B
18 Q×QRP / P—KR3
19 R—R3 / Q×P
20 B—QB sq. / Q—Kt5
21 B—Q2! / Q×R **157**
22 Q—R7 ch. / K—Q sq.
23 Q×R ch. / Kt—B sq.
24 B—Kt4 / Q—R5 **158**
25 P—R6! D / B—Q2 **159**
26 Kt—Kt7 ch. / K—K sq.
27 Q—B7 / P—B3 **160**
28 Q—Q8 ch. / K—B2
29 Q×QB ch. / K—Kt3

Game 13—Cont'd.

30 P—B3 / B×P ch.
31 R×B / Q—B6 ch. WINS.

Game 14—Cont'd.

30 Q×Kt & wins.

Game 15.

Paris Chess Congress, 1878.

MACKENZIE / WINAWER.

5 P—Q4 / P×P
6 O—O / B—K2
7 P—K5 / Kt—K5
8 Kt×P / Kt×Kt
9 Q×Kt / Kt—B4
10 B—Kt3 / Kt×B
11 RP×Kt / O—O
12 B—B4 / K—R sq. **161**
13 Kt—B3 / P—QKt3 **162**
14 QR—Q sq. / R—R2 **163**
15 Kt—Q5 / B—B4
16 Q—B3 / P—QR4
17 Q—Kt3 / P—KR3 **164**
18 R—Q3 / P—QKt4
19 Kt—B6 **165** / B—K2
20 B×P! D **166** / B×Kt
21 P×B / Q×P
22 B×P ch. / Q×B
23 Q—R4 ch. / K—Kt sq. **167**
24 R—Kt3 / R—R3
25 R×Q ch. / K×R
26 Q—Kt3 ch. / R—Kt3
27 Q×P / R—K sq.
28 P—Kt3 / R—QB3
29 Q×RP / R×P

Game 16.

Paris Chess Congress, 1878.

WINAWER / ZUKERTORT.

3 Kt—B3 / O—O
4 Kt×P / P—Q4
5 B—K2 / Q—K2
6 Kt—Q3 / B×Kt
7 KtP×B / P×P
8 Kt—Kt2 / Q—Q4
9 O—O / R—Q sq.
10 Q—K sq. / QKt—B3
11 Kt—B4 **168** / Kt—B5
12 P—B3 **169** / Q—Kt4
13 Kt—K3 / B—R6
14 R—B2 / B—K3
15 K—R sq. **170** / P—KB4
16 P—Q4 **171** / Kt×B **172**
17 Q×Kt / P—B5
18 P—Q5! D / P×P **173**
19 Q×P / B×P
20 Kt×B / Q×Kt
21 B×P / Q×Q
22 R×Q / R—Q2
23 R—Q3 **174** / R—B2
24 P—Kt3 / R—K sq.
25 QR—Q sq. / QR—K2
26 P—KR4 / P—KR3
27 P—B4 / R—K7 **175**
28 R—Q7 / R×P
29 R×R / Q×P
30 KR—K7 / Q—Kt5 ch.
31 K—B sq. / P—KR4
32 R—K3 / P—R5
33 QR—B3 / R—QB sq. WINS.
34

Game 15—Cont'd.

30 K×R / R—Q7 ch.
31 K—B3 / R×P
32 Kt—Q5 / R×P
33 Kt—B6 / P—Kt4
34 R×BP / B—Kt3
35 R×P / K—Kt2
36 Kt—Q5 / K—R3!
37 R—K5 / R×RP
38 Kt—B4 / R—R6 ch.
39 K—B2 / B—B2
40 R—K7 / B—Kt sq.
41 R—K5 / B—B2
42 P—Kt4 / P×P
43 P—R4 / P—Kt5 ch.
44 K—Kt2 / R—K7
45 K—B sq. / R—R7
46 P—R5 / P—Kt6
47 B×P **176** / Kt×B ch.
48 K—K sq.
Drawn game.

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Blackburne v. Zukertort.

148. Game 13.—Compare our Col. 18 up to this juncture.

149. Game 13.—An excellent move which seizes a powerful attack on the King's side.

150. Game 13.—Best in order to guard, in anticipation, against the adverse attack by Q—Kt2.

151. Game 13.—Fine play. By bringing his B round to KKt3 he still attacks the weakest point of the enemy and protects his King's side against any danger.

152. Game 13.—A powerful and winning stroke.

Frankfort v. Stuttgart.

153. Game 14.—We do not like this exchange, and we much prefer Kt—QB4.

154. Game 14.—This advance loosens his strong Pawns. There was no objection against B—Q2.

155. Game 14.—Obviously. if P×Kt, the reply B×P ch. wins.

156. Game 14.—The initiation of a beautiful and deep laid plan.

157. Game 14.—Nothing better now. If 21....Q—QB4; 22 R—QB sq., 22 Q—Q5; 23 B—K3, 23 Q—Kt5; 24 Q—R7 ch., 24 K—Q sq.; 25 B—Kt6 ch., and wins.

158. Game 14.—If 24....B×Kt; 25 P×B, 25 Q moves; 26 Q—B7 ch, 26 K—K sq.; 27 R—K sq. and wins. (Salvioli.)

159. Game 14.—If 25....Q×P; 26 B—R5 ch., 26 K—K2; (if Q×B the Q is lost by Kt—Kt7 ch.) 27 Q—B7 ch., 27 B—Q2; 28 Kt—B5 ch. and wins (Salvioli). For mate is now forced after 28.... K—K3 best; by 29 Kt—Q4 ch., 29 K—K2; 30 Q—Q8 mate.

160. Game 14.—There is nothing better. If 27....B—K2; 28 B×B, 28 K×B; 29 Kt—B5, and wins.

Mackenzie v. Winawer.

161. Game 15.—Compare notes 53 and 54 to Col. 20. Zukertort played at this stage against the same opponent in the same tournament 12....P—Q4; and White took the P in passing, and after the exchange of pieces Black remained with an isolated QP. The game ultimately ended in a draw. Black, however, cannot play P—KB3, for White would win a P by Q—B4 ch., followed by P×P.

162. Game 15.—A feeble sort of waiting policy. 13....P—Q3; 14 Kt—Q5, 14 R—K sq.; was his best resource, for though White can now also win a P by Kt×B and P×P, Black will be able to develop his forces, and is likely to draw on account of the Bishops being of opposite colors.

163. Game 15.—Waste of time. Evidently P—P4 was the proper play.

164. Game 15.—Necessary as a temporary expedient, for he could not afford to allow B—Kt5, but this advance is the cause of breakdown in a few moves.

165. Game 15.—Excellent play. Of course Black dare not take, for White would reply Q—R4 and win in a few moves.

166. Game 15.—A master coup which disorganizes the opponent's game.

167. Game 15.—Clearly if 23....Q—R2, the ch. of the Q at B6 followed by the ch. of the R also wins the Q.

Winawer v. Zukertort.

168. Game 16.—In Col. 25 we recommend P—KB3 at once at this juncture. We think this better, as in some continuations the Kt may be wanted to enter at Q3 after advancing P—Q4.

169. Game 16.—If 12....B—Qsq.; 13 B—R6, 13 P×B; 14 Q—Kt4 ch., 14 B—Kt4; 15 Kt×P ch. and wins.

170. Game 16.—White has very little of an attack now, and his game will be inferior if Black can compel him to exchange KP for BP.

(Continued on page 33.)

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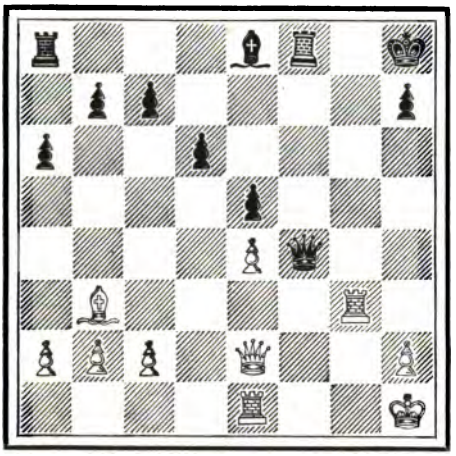
GAME No. 13.

Move 26 ....B—K sq.

BLACK—ZUKERTORT.

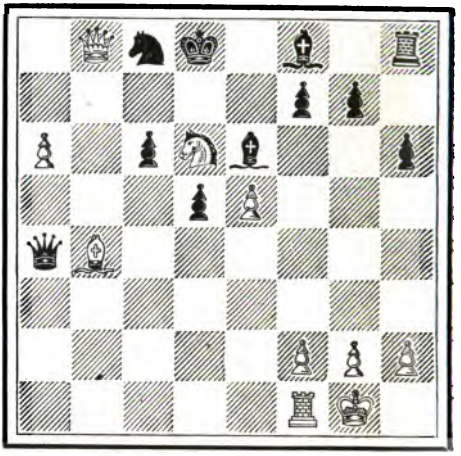


WHITE—BLACKBURNE.

GAME No. 14.

Move 25 P—R6.

BLACK—STUTTGART.

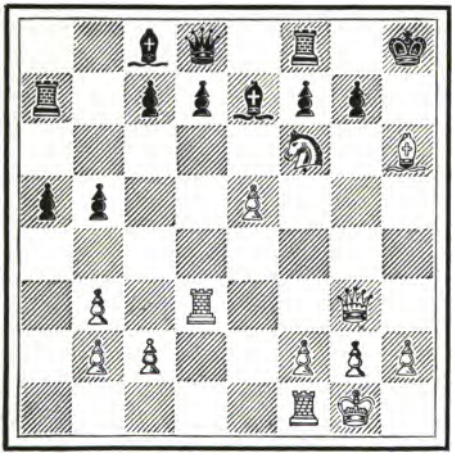


WHITE—FRANKFORT.

GAME No. 15.

Move 20 B×P.

BLACK—WINAWER.

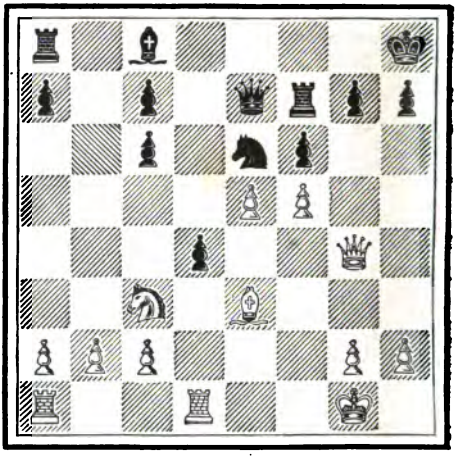


WHITE—MACKENZIE.

GAME No. 16.

Move ....18 P—Q5.

BLACK—ZUKERTORT.



WHITE—WINAWER.

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(Continued from page 33).

171. Game 16.—We would have decidedly preferred B—B sq. for this threatened Kt×P followed by P×P and P—Q3.

172. Game 16.—If 17 P×P en passant, 17 P×P; 18 Kt×P, 18 B×Kt; 19 R×B, 19 Kt—Q5 and wins.

173. Game 16.—There seems to have been nothing better. If 19 P×Kt, 19 P×Kt; 20 Q—QB4, 2c P×P, with at least as good a game as White's.

174. Game 16.—With this he gets himself into difficulties from which he does not recover for some time. Taking possession of the open file by R—K sq. was much better.

175. Game 16.—R—K5 was much stronger, for it threatened to win all the Pawns on the Queen's side and to remain a clear P ahead without relieving the adverse K if Black adoptc l a line of play similar to the one that actually occurred.

176. Game 16.—With this the draw is forced, for R and Kt cannot win against R by best play, and Black has also an extra P which White must try to get rid of.

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1 P—K4 / P—K4 — 2 KKt—B3 / QKt—B3 — 3 B—Kt5

Game 17.

International Chess Magazine.

BAUER
PORGES.

3 Kt—B3
4 O—O / Kt×P
5 P—Q4 / B—K2
6 Q—K2 / Kt—Q3
7 B×Kt / KtP×B
8 P×P / Kt—Kt2
9 Kt—Q4 / O—O
10 R—Q sq. / Q—K sq.
11 R—K sq. **177** / Kt—B4 **178**
12 Kt—B5 / Kt—K3
13 Q—Kt4 / P—KB3 **179**
14 B—R6 / R—B2
15 B×P ! D **180** / Kt×B
16 P×P / P—Q4
17 Kt—R6 ch. / K—B sq. **181**
18 P×Kt ch. / R×P
19 Q—B4 ch. wins. **182**

Game 18.

DUFRESNE
LEHRBUCH
Des SCHACH-
SPIELS.

LOWENTHAL,
BRIEN & WOR-
MALD
In consultation.

3 P—QR3
4 B—R4 / Kt—B3
5 O—O / Kt×P
6 R—K sq. / Kt—B4
7 B×Kt / QP×B
8 Kt×P / B—K3 **183**
9 Q—R5 / Q—B3 **184**
10 P—Q4 / Kt—Q2
11 B—Kt5 / Q—B4
12 P—KKt4 / Q×QBP
13 Kt×P / P—KKt3
14 Kt×R!D **184** / P×Q
15 R×B ch, / B—K2
16 R×B ch. / K—B sq.
17 Kt—R3 / Q×KtP
18 QR—K sq. / Q×Kt
19 R×Kt / Q—KR6
20 R—B7 ch. / K—Kt sq.
21 R—K3 / Black resigns. **186**

Game 19.

DUFRESNE
LEHRBUCH.
Des SCHACH-
SPIELS.

NEUMANN
ANDERSSEN.

3 Kt—B33
4 P—Q3 / B—B4
5 P—B3 / O—O **187**
6 B×Kt / KtP×B
7 Kt×P / P—Q4
8 O—O **188** / P×P
9 P—Q4 / B—Q3
10 Kt×QBP **189** / Q—K sq.
11 Kt—R5 **190** / Q—QKt4
12 Kt—Kt3 / QB—KKt5
13 Q—Q2 **191** / B×P ch.
14 K×B / Q×R
15 Q—B4 / B—B6 D **192**
16 P×B / Q×P ch.
17 K—R sq. / P×P
18 Q—R2 **193** / Q—K8 ch.
19 Q—Kt sq. / P—B7
White resigns.

Game 20.

Chess Match between Messrs. Steinitz and Blackburne.

STEINITZ
BLACKBURNE.

3 P—QR3
4 B—R4 / Kt—B3
5 P—Q3 / P—Q3
6 P—B3 / B—K2 **194**
7 P—KR3 **195** / O—O
8 Q—K2 / Kt—K sq.
9 P—KKt4 / P—QKt4
10 B—B2 / B—QKt2
11 QKt—Q2 **196** / Q—Q2
12 Kt—B sq. / Kt—Q sq.
13 Kt—K3 / Kt—K3
14 Kt—B5 / P—KKt3 **197**
15 Kt×B ch. / Q×Kt
16 B—K3 / KKt—Kt2
17 O—O—O / P—QB4 **198**
18 P—Q4 / KP×P
19 P×P / P—B5 **199**
20 P—Q5 / Kt—B2
21 Q—Q2 **200** / P—QR4

Game 20—Cont'd.

22 B—Q4 / P—B3
23 Q—R6 / P—Kt5
24 P—Kt5 / P—B4 **201**
25 B—B6 / Q—B2
26 P×P / P×P
27 P—Kt6 D **202** / Q×KtP
28 B×Kt / Q×Q ch.
29 B×Q / R—B3 **203**
30 KR—Kt sq. ch. / R—Kt3
31 B×P / K—B2
32 B×R.ch. / P×B
33 Kt—Kt5 ch. / K—Kt sq.
34 KR-Ksq. **204** / Black resigns.

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Bauer v. Porges.

177. Game 17.—Up to this point the play of both parties has proceeded as in the lines of the preceeding game, but here White loses time in order to lay a trap against the established defenec.

178. Game 17.—B—B4 with the view of advancing P—KB3, or P—Q3 accordingly, was the right play.

179. Game 17.—K—R sq. was now indispensable as a precaution.

180. Game 17.—Excellent play. There is no good defence against this fine stroke.

181. Game 17.—If K—R sq., he comes at with a clear R behind by the answer Kt×R ch., followed by Q×Kt ch., and ultimately R×B.

182. Game 17,—The R must interpose which White will capture with the Kt followed by Q×P, etc.

Lowenthal, Brien and Wormald in Consultation.

183. Game 18.—8....B—K2 is the right move here.

184. Game 18.—A bad defence which subjects them to a powerful attack. Still B—K2 was the best play.

185. Game 18.—Highly ingenious. White gives up the Q but obtains three minor pieces for it, with an irresistible attack.

186. Game 18.—After 21....Q×KtP ch.; 22 R—Kt3, 22 Q—Q8 ch.; 23 K—Kt2, Black's game is hopeless.

Neumann v. Anderssen.

187. Game 19.—A favorite defence of Professor Anderssen for some time, but he abandoned it ultimately as it does not yield a satisfactory position by best play on the other side.

188. Game 19.—This is not good. The right answer is 8 P×P, and if 8....Q—K sq.; 9 O—O, followed by P—Q4, with the superior game. But not 9 P—Q4 as Black would reply 9....QB—R3 preventing White's castling, with a strong attack. Likewise, if Black play 8....Q×P in reply to P×P, White answers 9 O—O.

189. Game 19.—This gives White the inferior game. P—KB4 was much superior.

190. Game 19.—His best plan was now 11 Kt—K5 as suggested by Herr Dufresne, or 11 P—Q5, 11 B—QKt2; 12 B—Kt5, 12 Kt×P, with the much superior game.

191. Game 19.—Here is a case where the King's side has been early left without any protection from minor pieces, and Black now wins by force. If 13 P—KB3, 13 P×P; 14 P×P, 14 Q—KR4; 15 R—B2, 15 Kt—K5 and wins.

192. Game 19.—Winding up with consummate skill.

193. Game 19.—No better is 18 Q—Q2, for then follows 18....Q—B8 ch.; 19 K—R2, 19 Kt—K5 and wins.

Steinitz v. Blackburne.

194. Game 20.—P—KKt3 with the view of posting the B at KKt2 is now established as the better defence.

195. Game 20—Not so much for defensive purposes as with the view of forming an attack by P—KKt4 after Black has castled.

196. Game 20.—Introduced for the first time in the present game, and this development of the Kt with the view of manœuvring it to B sq. has since became an established form of attack.

197. Game 20.—We believe it would have been better to retreat B—Q sq.

198. Game 20.—Much better was 17....P—KB4; which might have led to the following continuation: 18 Kt—K sq. !, 18 P×KP; 19 P×P, 19 Kt—B5; 20 Q—B sq., followed by P—KB3 and P—KR4.

(Continued on page 39.)

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GAME No. 17.

Move 15....BxKt P.

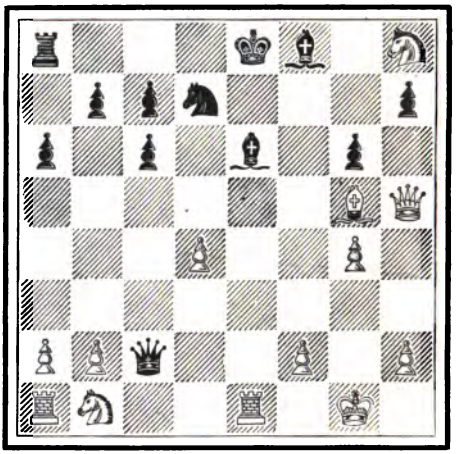
BLACK—PORGES.

WHITE—BAUER.

GAME No. 18.

Move 14 KtxR.

BLACK—BRIEN AND WORMALD IN CONSULTATION.



WHITE—LOWENTHAL.

GAME No. 19.

Move 15....B—B6.

BLACK—ANDERSSEN.

WHITE—NEUMANN.

GAME No. 20.

Move 27 P—Kt6.

BLACK—BLACKBURNE.

WHITE—STEINITZ.

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(Continued from page 57).

199. Game 20.—If 19....P—Q4 ; 20 P—K5 best (not P×P on account of the reply Kt—B5), 20....P—B5 ; 21 P—KR4, with an excellent attack.

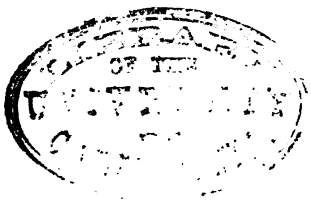
200. Game 20.—Threatening both wings, but chiefly the King's side after removing the B.

201. Game 20.—After 24....Kt (Kt2) —K sq.; 25 P—KR4, 25 Q—Kt2 ; 26 Q×Q ch., 26 Kt×Q ; (or 26....K×Q ; 27 P—R5, etc.,) 27 P×P, 27 Kt—R4 ; 28 Kt—Kt5 (threatening P—B7 ch.), 28.... KKt×BP ; 29 P—R5, White has an irresistible attack, for if 29....Kt×P ; 30 R×Kt followed by R—Kt sq. wins. And if 29....K—Kt2 ; 30 P×P, 30 P×P ; 31 R—R7 ch. and wins.

202. Game 20.—This wins a piece by force. For obviously if P×P, Kt—Kt5 follows.

203. Game 20.—If 29....R—B2 ; 30 KR—Kt sq. ch., 30 K—R sq.; 31 B—K3, 31 P—KR3 ; 32 B—Q4 ch., 32 K—R2 ; 33 B×P ch., 33 R×B ; 34 R—Kt7 ch., 34 K—R sq.; 35 QR—Kt sq. and wins.

204. Game 20.—White threatens according to circumstances, R—K6 or R—K7.



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DOUBLE RUY LOPEZ.

FOUR KNIGHTS' GAME AND THREE KNIGHTS' GAME.

The Double Ruy Lopez is a continuationof the Four Knights' Game in which both parties follow up by B—Kt5. The attack by Kt—Q5 had been greatly in favor with first-class practitioners for many years, until the author played in his match with Zukertort, in 1886 (see Illustrated games), the defence pointed out in Col. 1, which rests chiefly on a combination of Black's 7th and 8th moves. 7. . . .P—K5 had already been played by Mr. Gunsberg, but in conjunction with 8. . . .QP×P it makes the game so equal at an early stage as to render the attempt of an attack absolutely useless.

In Col. 2 the attack with Kt—Q5 is made before castling, and though it leads to an exchange of Queens and to the doubling of one of Black's Pawns, the second player obtains a powerful counter-attack on account of his two Bishops, and "the hole" on White's KB3 and KR3 which makes the protection of White's Kt difficult and gives Black entrances into the adverse game.

Col. 3 also leads to an even game at least for the defence, and in fact we would slightly prefer Black at the end. But as most players would hesitate to move their King early in the opening, the defence in Col. 1, which simplifies matters at an early stage, is to be preferred.

Col. 4 is a modification of a variation that occurred in a fine game between Winawer and Zukertort in the Paris Congress. (Compare Col. 11 and Illustrative games.) It ought to end in an even game by proper treatment such as we propose, whereas the way played in that game White obtained an excellent attack at the expense of a Pawn, which blocked the adverse centre and retarded Black's development.

Col. 5 is another alteration of the opening moves of a celebrated game between Paulsen and Morphy, very finely played by White, whose 8th and 9th moves show exceedingly strong position judgment. By inducing, or in fact compelling Black to advance 8. . . .P—QKt4, he practically demolishes the Queen's side. But in actual play Paulsen commits a position blunder by transposing the order of correct moves, and this makes all the difference in the analytical results. 11 P—QB3 ought, we believe, to render Black's game untenable. For P—Q4 will follow to drive the B back, and then B—B3 continued, sooner or later (perhaps after P—QKt4), will form an irresistible attack on the Queen's side.

Col. 6 represents a difference in tactics on a principle which is better explained in note 13, which deals with the move hitherto recommended by authors, viz., 9 R—K sq. for the attack. But we feel sure that this ought only to lead to an even game, and in some variations that have been offered in demonstration that White can press the attack, we find that the defence ought to obtain the superior position. Our main difference in opinion is that the centre attack commencing with R—K sq. is a failure, and that a wing attack with the KBP prepared by harrass-

ing the Queen at once with the QP and the Kt is the proper play. *If* our premises are right it is quite obvious that the R is wanted to remain at KB sq. in order to support the advance of the KBP to B5.

In Col. 7 we propose an extensionof aline of play against a counter-attack hitherto recommended, which we believe ought to be in White's favor. The game was generally dismissed as even on Black's 8th move, but we think that the addition of two moves will demonstrate our contention.

Col. 8 shows how White might be led to compromise his game by a plausible sally on the 6th move, which apparently wins a P. The variations produce an interesting and spirited attack, but by best play Black ought to obtain the advantage.

Cols. 9 and 10 deal with inferior continuations on the part of the first player, while Cols. 11 and 12 contain novel analysis to demonstrate that a defence in the Three Knights' Game 3. . . . P—KKt3, which we ourselves have favored for some time, is unsatisfactory and how the first player ought to take advantage of it.

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THE FOUR KNIGHT'S GAME.

	1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 Kt—B3 / Kt—B3
or	1 P—K4 / P—K4	2 QKt—B3 / KKt—B3	3 Kt—B3 / Kt—B3
or	1 P—K4 / P—K4	2 QKt—B3 / QKt—B3	3 Kt—B3 / Kt—B3
or	1 P—K4 / P—K4	2 QKt—B3 / KKt—B3	3 Kt—B3 / Kt—B3

RUY LOPEZ CONTINUATION.

4 B—Kt5

Double Ruy Lopez Defence		4 B—Kt5	Cols. 1 to 4.
Second Defence		4 B—B4?	Col. 5.
Third Defence		4 P—QR3?	Col. 6.
Fourth Defence		4 Kt—Q5	Cols. 7 to 8.
Second Continuation	4 P—Q4?		Col. 9.
Third Continuation	4 P—QR3		Col. 10.

THE THREE KNIGHTS' GAME.

	1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 Kt—B3
Defence		3 P—KKt3	Cols. 11 to 12.

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1	2	3	4
1 P—K4 / P—K4			
2 KKt—B3 / QKt—B3			
3 Kt—B3 / Kt—B3			
4 B—Kt5			

1	2	3	4	5	6
4 B—Kt5				4 B—B4?	4 P—QR3?
5 O—O / O—O 1	5 Kt—Q5 / Kt×Kt		5 B—B4	5 O—O / O—O	5 B×Kt / QP×B
6 Kt—Q5 2 / Kt×Kt! 3	6 P×Kt / P—K5!	6 Kt—Q5	6 P—Q3 / Kt×Kt	6 Kt×P / R—K sq.?	6 Kt×P / Kt×P
7 P×Kt / P—K5	7 P×Kt / QP×P	7 Kt×Kt / P×Kt	7 P×Kt / Kt—Q5	7 Kt×Kt / QP×Kt	7 Kt×Kt / Q—Q5
8 P×Kt / QP×P 4	8 B×P / P×B	8 Q—Kt4 / Q—B3 8	8 Kt×Kt / B×Kt	8 B—B4! / P—QKt4! 12	8 O—O / Q×KKt
9 B—K2 5 / P×Kt—	9 Kt—Kt sq. 6 / Q—Kt4	9 O—O / P—B3	9 P—QB3 / B—B4! 11	9 B—K2 / Kt×P	9 P—Q4! 13 / Q—KB4 14
10 B×P—	10 P—KKt3 / QB—KKt5	10 R—K sq. ch. / K—Q sq. 9	10 B—K3— / B—K2—	10 Kt×Kt / R×Kt	10 P—KB4+
	11 P—KB3 / P×P	11 B—B4 10 / P—Q3		11 P—QB3+ D	
	12 Kt×P / Q—K6 ch.	12 Q—Kt3 / QB—KB4			
	13 Q—K2 / Q×Q ch.	13 P—QB3— / B—B4—			
	14 K×Q / O—O—O+ D 7				

Column 2. Move 14 ....O—O—O.

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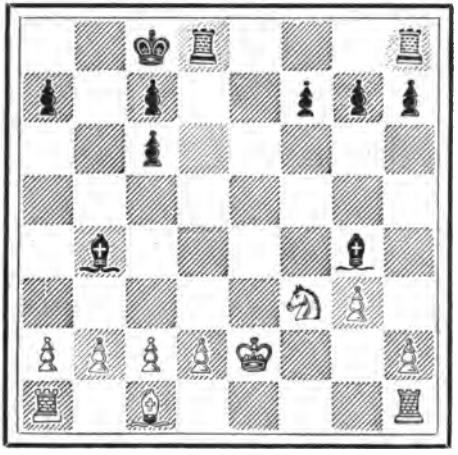

WHITE.

Column 5. Move 11 P—QB3.

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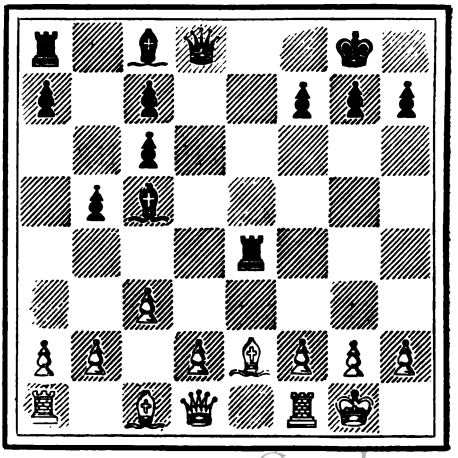

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1. Col. 1.—The same position may be arrived at in the Petroff's defence, or in the QKt opening, or in the ordinary Ruy Lopez by a transposition of moves.

2. Col. 1.—This attack originated with Mr. Paulsen. It was greatly in favor with Zukertort, who adopted it very frequently in matches and tournaments.

3. Col. 1.—This excellent defence was first adopted by Gunsberg against Ranken in the Vizayanagaram Tournament of London, 1883. It leads to an easy, even game by proper continuation.

4. Col. 1.—If 8....KtP×P; 9 B—K2, (better than 9 B—R4, 9 P×Kt; 10 Q×P, 10 B—R3; 11 P—Q3!,—for if 11 R—K sq., 11 R—K sq.; 12 R×R ch., 12 Q×R; 13 Q—K3, 13 B—QB4, and wins,—11....Q—R5 with the attack). 9....P×Kt; 10 B×P, and White will obtain the advantage sooner or later by P—Q4, P—QB3, and P—QKt4, which prevents the doubled Pawn from being dissolved, as occurred in the above mentioned game between the Rev. C. E. Rankin and Gunsberg. This game, however, ended in a draw.

5. Col. 1.—Or 9 B×P, 9 P×B; 10 Kt—K5 (if 10 Kt—K sq., 10 B—R3; 11 P—Q3, 11 R—K sq.+), 10....Q—Q4; 11 Kt—Kt4 (11 P—Q4?, 11 B—R3; 12 P—QR3, 12 B—R4!+; not 12....B×R, on account of the reply P×B, followed by P—QKt3); 11....P—KB4; 12 Kt—K3+, 12 Q—B2+.

---

6. Col. 2.—Or 9 Kt—K5, 9 Q—Kt4 and wins. Or 9 Q—K2, 9 O—O; 10 Kt—Q4, 10 Q×Kt; 11 P—QB3, 11 Q—Q4; 12 P×B, 12 P—QR4+.

7. Col. 2.—Continued 15 R—K sq., 15 KR—K sq. ch.; 16 K—B2, 16 R×R; 17 Kt×R, 17 B—B4 ch. Or 15 P—B3 (if 15 P—Q4, 15 R×P; 16 P—B3, 16 R—K sq. ch., 17 K—B2, 17 B×Kt; 18 K×B, 18 R—Q6 ch.+), 15....KR—K sq. ch.; 16 K—B2, 16 R—Q6; 17 Kt—Q4 (or 17 Kt—K sq., 17 B—B4 ch.; 18 K—B sq., 18 R—B6 ch.; 19 K—Kt2!, 19 R—B7 ch.; 20 K—Kt sq., B—R6 and mates in two moves), 17....KB—QB4; 18 P—KR3, 18 B×Kt ch.; 19 P×B, 19 R—20 B6 ch.; 20 K—Kt2, 20 R—K7 ch.!; 21 K—Kt sq., 21 R (K7) —B7; 22 P×B, Black mates in three moves.

---

8. Col. 3.—Better than 8....Q—K2 ch.; 9 K—Q sq., 9 Q—B3; 10 R—K sq. ch., 10 K—Q sq.; 11 P—QB3, 11 B—B4; 12 P—Q3, 12 P—KR3; 13 B—Q2+.

9. Col. 3.—If B—K2 White replies P—Q6.

10. Col. 3.—Or 11 P—QB3, 11 B—B4; 12 P—QKt4, 12 B—Q3!+ (not 12....B—Kt3; 13 P—Q3, 13 P—KR3; 14 P—Q6!, 14 P×B; 15 B—B4, 15 KR—KKt sq.!; 16 P—QB4, with a powerful attack.)

---

11. Col. 4.—If 9....B—Kt3; 10 Q—Kt4, 10 O—O; (or 10....Q—B3; 11 P—Q4, 11 P×P?; 12 QB—Kt5, and wins); 11 QB—Kt5, 11 P—B3; 12 B—R6, 12 Q—K2; 13 P—Q6, 13 P×P; 14 B—B4 ch., with a very good position for the P minus. Compare Illustrative Game No. 1

---

12. Col. 5.—Black's Pawns are now weak. Yet he has nothing better, for if he capture the KP at once, White will exchange Knights followed by B×P ch., which Black dare not take on account of the answer Q—B3 ch.

---

13. Col. 6—Better than 9 R—K sq., 9 B—K3; 10 P—Q4, 10 Q—B4; 11 B—Kt5, 11 P—KR3; 12 B—R4, (or 12 Q—Q3; 12 Q—Kt3); 12....B—Q3; 13 P—KKt4, 13 Q—Kt3.

14. Col. 6.—Or 9....Q—Q3; 10 Kt—B3, 10 Q—Q sq.; 11 P—KB4, 11 B—K2; 12 P—B5+.

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1 P—K4 / P—K4		2 KKt—B3 / QKt—B3		3 Kt—B3	
7	**8**	**9**	**10**	**11**	**12**
3 Kt—B3				3 P—KKt3	
4 B—Kt5 / Kt—Q5		4 P—Q4? / B—Kt5	4 P—QR3 **17** / P—Q4	4 P—Q4 / P×P	
5 Kt×P / KKt×P		5 P—Q5 / Kt—K2	5 B—Kt5 / P—Q5	5 Kt×P / B—Kt2	
6 Kt×Kt / Q—K2	6 Kt×BP? / Q—K2 **16**	6 B—Q2 / P—Q3	6 Kt—K2 / B—Q2	6 B—K3 / Kt—B3	6 KKt—K2
7 O—O / Q×Kt	7 O—O / Q×Kt	7 B—Q3 / P—QB3	7 P—Q3 / B—Q3	7 Kt×Kt! / KtP×Kt	7 P—KR4! / P—KR3 **21**
8 R—K sq. / B—K2	8 Q—K sq. / Q—K3+	8 P×P+ / P×P—	8 Kt—Kt3 **18** / O—O	8 P—K5 / Kt—Kt sq.	8 P—B4 / P—Q4
9 Kt—B3 / Q—Q3! **15**				9 P—KB4 / P—Q3 **19**	9 Kt×Kt / P×Kt
10 B—B4+				10 Q—B3 / B—Q2	10 B—Q4 / O—O
				11 O-O-O + D **20**	11 B×B / K×B
					12 Q—Q4 ch. + D **22**

Column 11. Move 11. O—O—O.

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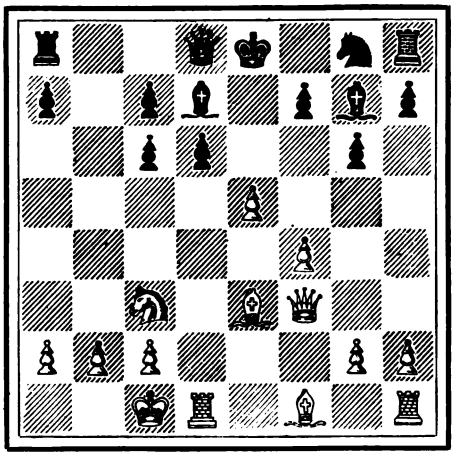
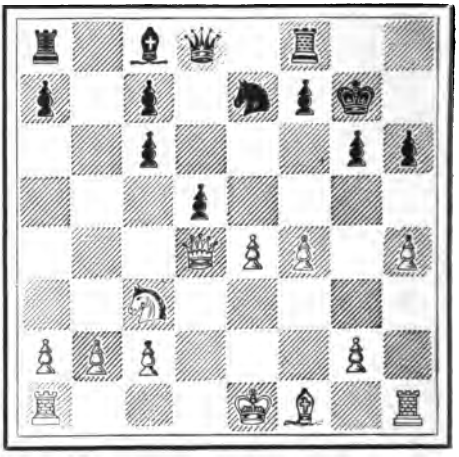


WHITE.

Column 12. Move 12 Q—Q4. ch.

BLACK.



WHITE.

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15. Col. 7.—If 9....Q—QB4 ; 10 P—QKt 4, 10 Q×P ; 11 Kt—Q5, 11 Q—B4 ; 12 Kt×B+

---

16. Col. 8.—Or 6....K×Kt ; 7 Kt×Kt, 7 Kt×B ; 8 Q—R5 ch., recovering the piece with a P ahead. Or if 6....Kt×Kt ; 7 QP×Kt, 7 Q—K2 ch.; 8 B—K3, 8 Kt×B ; 9 Kt×R followed by O—O and R—K sq.+

17. Col. 10.—A favorite move of Mr. Gunsberg. Its apparent object is to prevent in the continuation 4....B—B4 ; 5 Kt×P, 5 Kt×Kt ; 6 P—Q4, the answer 6....B—Kt5.

18. Col. 10.—White's position is identical with that of Black in the previous column, with the exception that his QRP is moved one square. The move in the text is now better than P—B3 which would leave a weak spot at QKt3.

---

19. Col. 11.—Or 9....R—Kt sq.; 10 KB—QB4, 10 R×P ? ; 11 B—Kt3+.

20. Col. 11.—Continued 11....P×P ; 12 P×P, 12 Kt—K2 (or 12....B×P ; 13 KB—B4, 13 Q—K2, 13 KR—K sq.+) ; 13 KB—QB4, 13 O—O ; 14 P—K6, 14 P×P ; 15 B×P ch., 15 K—R sq.; 16 R×B and wins.

---

21. Col. 12.—As Black is bound to castle on the King's side he cannot allow the adverse KRP to advance and open the R file. P—KR4 is also inconvenient as White would reply B—K2, followed soon by P—KKt4.

22. Col. 12.—Continued 12....P—KB3 ; 13 O—O—O, 13 B—K3 ; 14 P—R5, 14 P—Kt4 ; 15 P—KKt3+.

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1 P—K4 / P—K4 2 KKt—B3 / QKt—B3 3 Kt—B3 / Kt—B3 4 B—Kt5

Game 1.

Paris Chess Congress, 1878.

WINAWER
ZUKERTORT.

4 B—Kt5 / Kt—Q5
5 B—B4 / P—Q3
6 Kt×Kt / P×Kt
7 Kt—Q5 / Kt×Kt
8 B×Kt / P—QB3
9 B—Kt3 / Q—Kt4
10 O-O / B—Kt5
11 P—KB3 / B—R6
12 Q—K2 / P—Q6
13 P×P / KB—B4 ch. 1
14 K—R sq. / B—K3
15 P—B4 / Q—K2
16 B—B4 2 / O-O-O
17 P—B5 / B—Q2
18 P—QKt4 / B—Q5 3
19 QR—Kt sq. / P—Q4
20 B—Kt3 / Q—K4
21 Q—B3 / P—KR4
22 P—Kt5 / P—R5
23 KtP×BP / B×QBP
24 P×P / R×P 4
25 Q—R3 5 / QR—QR4 6
26 P—R4 / KR—KR4
27 P—B6 dis. ch. / K—Kt sq.
28 B—R3 / R—KKt4
29 QR—K sq.! 7 / KR×P D 8
30 Q×R

Game 2.

Match, 1886.

ZUKERTORT
STEINITZ.

5 O—O / O—O
6 Kt—Q5 / Kt×Kt
7 P×Kt / P—K5
8 P×Kt / P×Kt
9 Q×P 10 / QP×P
10 B—Q3 11 / B—Q3
11 P—QKt3 12 / Q—Kt4
12 B—Kt2 13 / Q×QP
13 B—B sq. 14 / Q—R4
14 QB—KB4 / B—K3
15 QR—K sq. / KR—K sq. 15
16 R—K3 / B—Q4 16
17 B×P ch. 17 / K×B
18 Q—R5 ch. / K—Kt sq.
19 R—R3 / P—B3
20 Q—R7 ch. 18 / K—B2
21 Q—R5 ch. / K—K2 19
22 R—K3 ch. / K—B sq.
23 Q—R8 ch. / B—Kt sq.
24 B—R6 D 20 / R—K2 21
25 R×R / K×R
26 B×P 22 / Q—KB4
27 R—K sq. ch. / K—B2
28 B—R6 / Q—R2
29 Q×Q ch. / B×Q
30 P—QB4 / P—R4

Game 1—Cont'd.

31 B×Q ch. / White wins. 9

Game 2—Cont'd.

31 B—K3 / P—QB4
32 R—Q sq. / P—R5 23
White resigns.

Game 3—Cont'd.

31 B×RP / P—B6
32 K—B3 / R—B8
White resigns.

Game 3.

International Chess Magazine, May, 1888.

MAX JUDD
STEINITZ.

5 Kt—Q5 / Kt×Kt
6 P×Kt / P—K5
7 P×Kt / QP×P
8 B×P ch. / P×B
9 Q—K2 / O—O
10 Kt—Q4 24 / Q×Kt
11 P—QB3 / Q—Kt3 25
12 P×B / B—R3
13 Q—K3 / Q×P
14 P—QKt3 / QR—Q sq.
15 B—Kt2 / R—Q6
16 Q—B4 / R—Q4
17 B—B3 / Q—R6
18 P—R4 / B—Q6
19 R—R3 26 / Q—Q3
20 Q—K3 27 / P—QR4 28
21 P—R5 / P—KB4
22 R—Kt3 / R—B2
23 Q—R7 / P—B5
24 Q—R8 ch. / Q—B sq.
25 Q×Q ch. / K×Q
26 R—R3 / R—KKt4 D
27 O—O—O 29 / R×KtP
28 B—Q4 / R—B4
29 K—Kt2 / P—B4 30
30 B—B3 / R×P

Game 4.

New York Congress, 1857.

PAULSEN
MORPHY.

4 B—B4 / O—O 31
5 O—O / Kt×P
6 R—K sq. 32 / Kt×Kt
7 QP×Kt / B—B4 33
8 P—QKt4 34 / B—K2 35
9 Kt×P / Kt×Kt
10 R×Kt / B—B3 36
11 R—K3 / P—B3 37
12 Q—Q6 / P—QKt4
13 B—Kt3 / P—QR4
14 P×P / Q×P
15 B—Q2 38 / R—R2 39
16 QR—K sq. / Q—R6 40
17 Q×B D 41 / P×Q
18 R—Kt3 ch. / K—R sq.
19 B—R6 / R—Q sq. 42
20 B—Kt7 ch. / K—Kt sq.
21 QB×BP dis. ch. / K—B sq.
22 B—Kt7 ch. 43 / K—Kt sq.
23 B—R6 dis. ch. / K—R sq.
24 B×P 44 / Q—B sq.
25 B×Q / R×B
26 R—K7 / R—R sq.
27 R—R3 / P—Q4 45
28 B—K6 & wins. 46

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Winawer v. Zukertort.

1. Game 1.—Compare Col. 4 and Note 11.
2. Game 1.—B—B2 was preferable, for the B is now exposed to the attack of hostile Pawns.
3. Game 1.—Much better than B×P, though the latter was also safe.
4. Game 1.—This is play of the highest order.
5. Game 1.—If 25....B×R ; 26 B×B, 26 R—Kt5 (or 26....Q—R3 ; 27 B×RP, etc.); 27 B×Q, 27 R×Q ; 28 B—B3, 28 R—K4 ; 29 P—R6, 29 KR—K sq.; 30 B—Kt3, with an excellent attack.
6. Game 1.—An excellent move which retards the development of Black's B and gives White time to form his K side attack.
7. Game 1.—His game was lost ; but R—B3 was his best resource.
8. Game 1.—Masterly play, though not very deep, for it threatens double ch. mate at once by R—Kt8. It forms a well worked out link in the elegant chain of Winawer's combination.
9. Game 1.—Continued 31....K×B ; 32 Q—Kt4 ch., 32 K—R sq.; 33 P×P, 33 B—Q6 ch.; 34 K—B sq., 34 QB—KB4 ; 35 Q—R4, 35 R—K7 ; 36 R—Q4, 36 B—Q sq.; 37 Q—Kt3.

Zukertort v. Steinitz.

10. Game 2.—If 9 P×QP, 9 P×P threatening to capture the R with a ch. And if 9 P×KtP, the B retakes with a powerful attack.
11. Game 2.—Threatening to win a piece by Q—K4, but not as good as B—K2.
12. Much better was P—QB3, with the object of retreating B—B2, and then advancing P—Q4.
13. Game 2.—Black threatened Q—K4, and the only other move was P—QB3, whereupon Black could force an attack by P—KB4.
14. Game 2.—Driving the adverse Q somewhat out of play, for obviously Black dare not reply Q—B6 on account of the rejoinder B×P ch.
15. Game 2.—If 15....Q×P ; 16 B—Q2, threatening R—R sq., followed by B—QB3, winning the Q, with a strong attack.
16. Game 2.—Much better was now 16....Q×P, with the probable continuation : 17 B×B, 17 P×B ; 18 Q—K4, 18 P—KKt3 ; 19 Q—Q4, 19 Q—R6 ; 20 P—QKt4, 20 P—QB4+.
17. Game 2.—This sacrifice is unsound, but Black had clearly the best of the game anyhow.
18. Game 2.—White could recover the piece by B×B followed by P—QB4, but Black would afterward play Q—Q7 with great advantage.
19. Game 2.—In the actual game a series of repetition moves were made on both sides.
20. Game 2.—Unavailing ; but 24 R—Kt3, 24 R—K2 ; 25 R×P, 25 R×R ; 26 B—R6, 26 K—K2 ; leads to the same position as occurred.
21. Game 2.—Best. If 24....P×B ; 25 Q×BP ch., 25 B—B2 ; 26 Q×RP ch., 26 K—Kt sq.; 27 R—R3, 27 B—K4, (or 27....Q—K4 ; 28 R—Kt3 ch.), 28 Q—Kt5 ch., 28 K—Bsq.; 29 R—R8 ch., wining the Q, and though Black has three pieces for it, the three passed Pawns and the exposed position of Black's King make White's game very strong.
22. Game 2.—If Q×P ch., then, of course, Black replies B—B2, threatening R—KKt sq., etc.
23. Game 2.—Black threatens P×P followed by R—R6, and all the Pawns on the Queen's side must fall.

Judd v. Steinitz.

24. Game 3.—If 10 Q×P, he loses a piece by 10....R—K sq.; 11 Kt—K5, 11 B—Q3; followed by P—KB3.
25. Game 3.—We prefer now 11....Q—Q4 ; 12 P×B, 12 P—QR4; followed by B—R3.
26. Game 3.—Threatening R—Kt3.
27. Game 3.—He ought to have still continued with 20 R—Kt3, for if 20....Q×Q ; 21 R×P ch., 21 K—R sq.; 22 R×BP dis. ch., 22 K—Kt sq. (or 22....Q—K4 ; 23 R×R ch., 23 K—Kt2 ; 24 P×Q ch., 24 K×R ; 25 B×P+). 23 R—Kt7 ch., and draws.
28. Game 3.—As White evidently aimed at the square where this P stood, it was best not to give up the P.
29. Game 3.—Better was R—R2, but then Black would have played P—KR3, followed by doubling Rooks against the KRP, which would also be further attacked by the B if White in the meanwhile

(Continued on page 51.)

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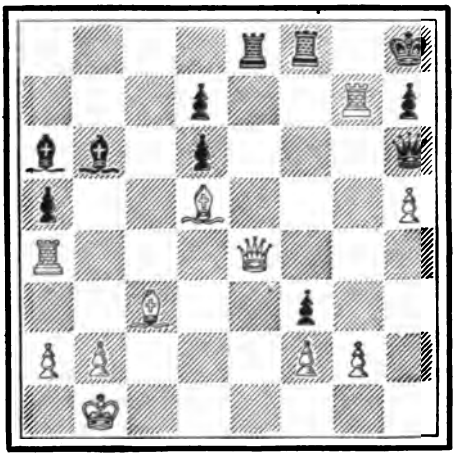
GAME No. 1.

Move 30. KR×P.

BLACK—ZUKERTORT.

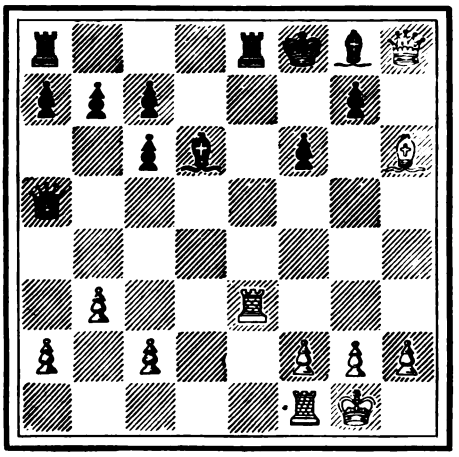


WHITE—WINAWER.

GAME No. 2.

Move 24. B—R6.

BLACK—STEINITZ.

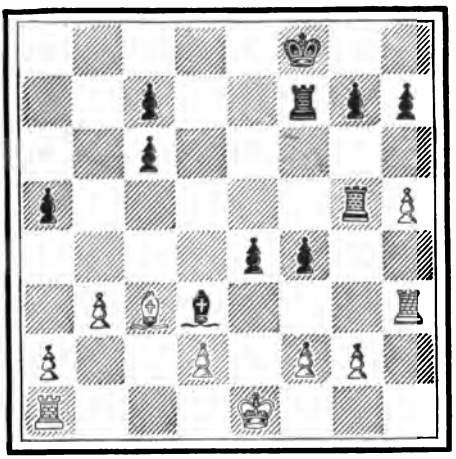


WHITE—ZUKERTORT.

GAME No. 3.

Move 26....R—KKt4.

BLACK—STEINITZ.

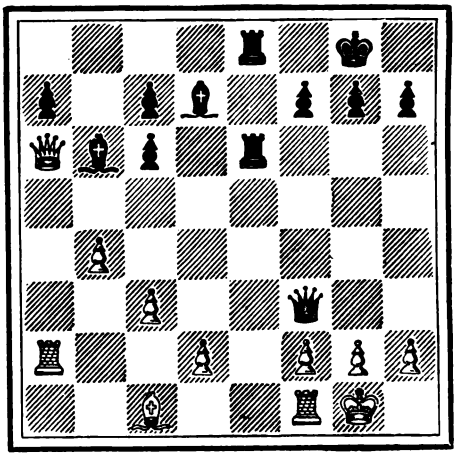


WHITE—MAX JUDD.

GAME No. 4.

Move 17....Q×B.

BLACK—MORPHY.



WHITE—PAULSEN.

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(Continued from page 49).

castled. If, however, 27 P—R6, 27 R×P ; 28 P×P ch., 28 K—Kt sq.; 29 O—O—O, 29 R×P; 30 QR—R sq., 30 P—K6, and wins.

30. Game 3.—After this White's game is untenable.

Paulsen v. Morphy.

31. Game 4.—5 Kt×P, 5 Kt×Kt!; 6 P—Q4, 6 B—QKt5 ; 7 P×Kt, 7 Kt×P ; 8 Q—Q4, 8 Kt×Kt (or 8 ....B×Kt ch.; 9 P×B, 9 Kt—Kt4 ; 10 B—R3, 10 Kt—K3 ; 11 Q—K4, 11 Q—Kt4 ; 12 P—Kt3+); 9 P×Kt, 9 B—K2 ; 10 QB—KB4! is also greatly in White's favor.

32. Game 4.—Black recovers his P, now given up, but greatly at cost of position.

33. Game 4.—Though apparently losing time this is excellent play, as it compels the opponent to advance his QKtP, which makes Black's position on the Queen's side very weak.

34. Game 4.—Forced. If 8....Kt×P ; 9 Kt×Kt, 9 R×Kt ; 10 B×P ch., and should win.

35. Game 4.—The only move, but more than good enough. If 9 B—Kt3, 9 QB—KKt5 ; 10 Q—K sq., 10 P—Kt5 ; 11 P—KR3, 11 B—R4 ; 12 P—Kt4 ; 12 B—KKt3+.

36. Game 4.—A weak move at present, though remarkably strong if reserved after playing P—QB3 at this point, which would have given White the superiority by far.

37. Game 4.—This allows the adversary to block White's pieces for a long time. Much better was 12 P—Q3, 12 P—Kt5 (there seems nothing better) ; 13 B—K3, and if 13....B×B ; 14 P×B, 14 R×P ; 15 Q—Q2+.

38. Game 4.—Better than 15....P—QR4 ; 16 B×P, 16 B—R3 ; 17 P—Kt5, 17 R×B ; 18 P×B, 18 R—K3 ; 19 P—QB4, 19 QR—K sq.; 20 B—R3, with the superior game.

39. Game 4.—On principle he ought to have seized the very first opportunity for dislodging the adverse ♘, which hampered his development. Q—R6 at once would have completely turned the tables and Black would never recover from the bad position of his Pawns on the Q side. Supposing 16 Q—R6, 16 Q—Kt3 or B4 (or 16....Q×Q ; 17 R×Q, 17 QR—K sq.; 18 B—Kt 4, 18 R—K2 ; 19 B×B, 19 R×B ; 20 P—Q4, and must win, for with due precautions White will be able to support his QP sufficiently and then advance P—QB4) ; 17 P—Q4, 17 QR—K sq.; 18 B—K3, 18 P—QB4; 19 P×P, 19 B×P ; 20 Q—Kt7, 20 B—Q3 ; 21 P—QB4, with a winning advantage.

40. Game 4.—White cannot be blamed for not seeing the most wonderful combination that the opponent had prepared. The move in the text was very forcible still. But Q—Q sq. was now the only right move, whereupon, no doubt, Black would have answered P—QB4, with the better game.

41. Game 4.—One of the most charming poetical Chess compositions that has ever been devised in practical play.

42. Game 4.—Of course if R—Kt sq., Black takes and mate follows in two more moves by R—K8 ch. But full justice has not been done to Morphy's extraordinary position judgment, which shows itself on examination of the following lines of defence : 20 Q—Q3, 20 P—B4 ; 21 Q—B4 ch., 21 K—B sq.; 22 Q—KR4 (or 22 Q—KB4, 22 B×R !; 23 Q×P ch., 23 R—B3 ; 24 Q×RP, 24 R—K8, and wins), 22 B×R ; 23 Q×P, 23 K—B2, and wins either by R—K8 or B—R6 accordingly.

43. Game 4.—Black would have won much more elegantly by 22....R—Kt7 (threatening R×RP) ; 23 Q—Q3, 23 R×BP ch.; 24 K—Kt sq., 24 R—Kt7 ch.; 25 K moves, 25 R—Kt8 mate. We think it right to mention that this variation was first discovered by the author, though it was afterward claimed by another player now deceased.

44. Game 4.—After this White must give up the Queen again, and his game is hopeless.

45. Game 4.—His best defence was now K—Kt2.

46. Game 4.—For if 29 B×B, 29 R (R3)×P ch., and the other R mates next move.

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Game 5.

London Chess Congress, 1883.

ENGLISCH
ROSENTHAL.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	Kt—B3	Kt—B3
4	B—Kt5	B—Kt5
5	O—O	O—O
6	P—Q3	P—Q3
7	B—Kt5 **47**	B×Kt **48**
8	P×B	P—KR3
9	QB—KR4 **49**	B—Kt5
10	P—KR3	B—Q2? **50**
11	R—Kt sq.	P—QKt3 **51**
12	P—Q4	R—K sq.
13	R—K sq.	P—KKt4
14	Kt×P **52**	P×Kt
15	B×P D	P×P **53**
16	P×P	R—K4 **54**
17	P×R	Kt×P
18	P—KB4	Kt—Kt3
19	B×B	Q×B
20	B×Kt & wins.	

Game 6.

Vienna Chess Congress, 1872.

ROSENTHAL
STEINITZ.

2	QKt—B3	QKt—B3
3	Kt—B3 **55**	P—KKt3
4	P—Q4	P×P
5	Kt×P	B—Kt2
6	B—K3	KKt—K2 **56**
7	KB—QB4 **57**	P—Q3
8	O—O	O—O
9	P—KB4	Kt—R4
10	B—Q3 **58**	P—Q4
11	P×P	Kt×P
12	Kt×Kt	Q×Kt
13	P—B3	R—Q sq.
14	Q—B2	Kt—B5 **59**
15	B×Kt	Q×B
16	Q—KB2	P—QB4
17	Kt—B3	P—QKt3
18	Kt—K5	Q—K3
19	Q—B3	QB—R3
20	KR—K sq.	P—B3
21	Kt—Kt4	P—KR4

Game 6—Cont'd.

22	Kt—B2	Q—B2
23	P—B5 **60**	P—KKt4
24	QR—Q sq.	B—Kt2
25	Q—Kt3	R—Q4
26	R×R	Q×R
27	R—Q sq.	Q×BP
28	Q—B7	B—Q4
29	P—QKt3	R—K sq. D
30	P—QB4	B—B2
31	B—B sq. **61**	R—K7
32	R—B sq.	Q—B7 **62**
33	Q—Kt3	Q×RP
34	Q—Kt8 ch.	K—R2
35	Q—Kt3	B—Kt3
36	P—KR4	P—Kt5
37	Kt—Q3? **63**	Q×KtP

Black wins.

Game 7.

London Chess Congress, 1883.

BLACKBURNE
STEINITZ.

6	Kt—B3 **64**	
7	B—K2 65	O—O
8	O—O	Kt—K2
9	B—B3	P—Q3 **66**
10	Q—Q2	Kt—Q2 **67**
11	B—R6	Kt—K4
12	B×B	K×B **68**
13	B—K2	P—KB3 **69**
14	P—B4	Kt—B2
15	QR—Q sq.	P—B3 **70**
16	B—B4	B—Q2
17	B×Kt	R×B
18	P—B5	Kt—B sq.
19	P—K5 **71**	BP×P
20	Kt—K6 ch.	B×Kt
21	P×B	R—K2

Game 7—Cont'd.

22	Q—Kt5	Q—K sq. **72**
23	R—Q3! **73**	R×P **74**
24	R—R3 D **75**	Q—K2 **76**
25	Q—R6 ch.	K—Kt sq.
26	R—B8 ch. and	White mates next move.

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Englisch v. Rosenthal.

47. Game 5.—We prefer Kt—K2 which prepares P—QB3, and with the view of bringing this Kt to Kt3.

48. Game 5.—As usual, it was unadvisable to exchange the B for a Kt. The correct play was Kt—K2.

49. Game 5.—B—K3 would be our choice. If Black had played well he would have neutralized the advantage of the two Bishops.

50. Game 5.—Weak. He could have, at least, equalized the game by B×Kt followed by P—KKt4, which would have kept White's QB shut in.

51. Game 5.—Waste of time which could have been better employed by R—K sq. at once, for instance.

52. Game 5.—A bold sacrifice, but we doubt its absolute correctness.

53. Game 5.—With this imprudent exchange he justifies White's venture in actual play. But analysis would, we think, prove that 15....QKt—Kt sq.; 16 Q—B3, (we see nothing more promising), 16 ....K—Kt2 ; 17 Q—Kt3, 17 Kt—R4; 18 Q—R4 18 P—KB3 is in Black's favor.

54. Game 5.—As good or bad almost as anything else for White is sure to obtain an irresistible attack by P—KB4. If, for instance now, 18....P—QR3 ; 17 B×Kt, 17 B×B ; 18 P—Q5, 18 B—Kt2 ; 19 Q—Q4 ; 19 K—Kt2 ; 20 R—K3, with a winning attack.

Rosenthal v. Steinitz.

55. Game 6.—By a transposition of moves a Three Knights' game position is soon arrived at.

56. Game 6.—In Col. 12 we give 18....KKt—B3 ; as Black's best move, but neither is satisfactory, and we think the King's fianchetto will have to be abandoned in the Three Knights' game.

57. Game 6.—Anyhow wrong, for this B is better placed at K2 in this opening. But the strongest move at this juncture is, we believe, P—KR4.

58. Game 6.—Much superior was, undoubtedly, Q—Q3.

59. Game 6.—Of course if P—QB4, White would first attack the Q by B—K4.

60. Game 6.—This advance is very weak and soon causes the loss of this P.

61. Game 6.—Forced. If R—K sq., Black would still capture the B followed by Q—Kt8 ch.

62. Game 6.—Threatening R×Kt.

63. Game 6.—Accelerating defeat, but his game was already untenable as he was two Pawns behind with by far the ~~superior~~ position.

Blackburne vs. Steinitz.

64. Game 7.—Up to this the moves of both parties are identical with those in the foregoing game with the exception that White's 2d and 3d moves were reversed in actual play.

65. Game 7.—Compare Col. 12 for the stronger continuation 7 Kt×Kt.

66. Game 7.—Much better was 9....P—Q4. If White exchanged in the centre it would have led to a position very similar to that arrived at in the previous game on Black's 12th move with the position of the defence slightly superior. If, however, White advanced P—K5, the Kt could retreat to Q2, with an even game.

67. Game 7.—Much inferior to Kt—K sq., followed by P—QB3, in case White replied B—R6, after which Black would obtain an excellent game by P—KB4.

68. Game 7.—No more satisfactory was 12....Kt×B ch.; 13 Kt×Kt, 13 K×B ; 14 Q—Q4 ch., 14 K—Kt sq , (if 14....P KB3 ; 15 Kt—R4, or Q2 followed by P—KB4, with a strrong attack) ; 15 Q—B6, 15 B—K3) or 15....Kt—B3 ; 16 Q×Q followed by Kt—Q5); 16 Kt—Q4, with an excellent attack, for if 16....Kt—B3 ; 17 Q×Q, 17 QR×Q (if Kt×Q White answers effectually Kt—Kt5); 18 Kt×Kt with the superior game.

69. Game 7.—If 13....P—KB4 ; 14 P—KB4, 14 KKt—B3 ; 15 P×P, 15 Kt×P ; 16 Kt×QKt, 16 B×Kt ; 17 Kt—Q5, with a fine attack.

(Continued on page 55.)

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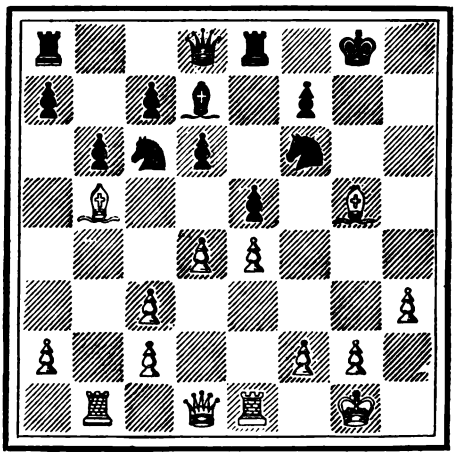
GAME No. 5.

White's 15th move. QB×KtP.

BLACK—ROSENTHAL.

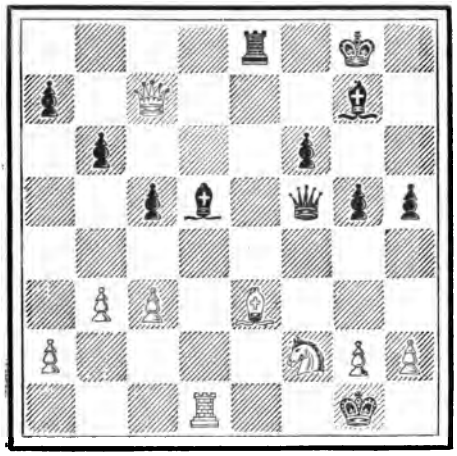


WHITE—ENGLISCH.

GAME No. 6.

Move 29 ....R—K sq..

BLACK—STEINITZ.

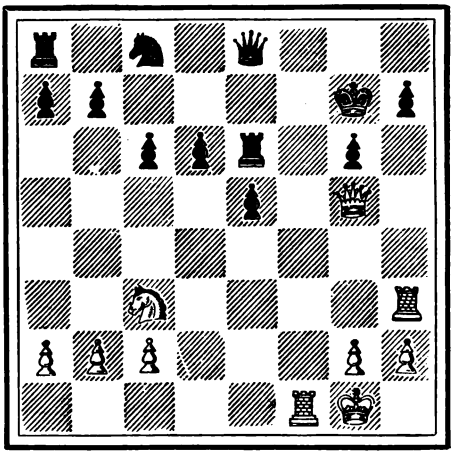


WHITE—ROSENTHAL.

GAME No. 7,

Move 24 R—R3.

BLACK—STEINITZ.



WHITE—BLACKBURNE.

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(Continued from page 53).

70. Game 7.—This weakens the QP. B—Q2 at once was certainly better.

71. Game 7.—A puzzling plan of attack, but not as correct and sure as QKt—K2, threatening Kt—KB4 and preparing P—QB4.

72. Game 7.—This was a grave error. 22 ... Kt—Kt3 ; 23 Q—B6 ch. (if 23 Kt—K4 or R—Q3, Black may safely answer R×P), 23....K—Kt sq.; 24 Kt—K4, 24 Kt—Q4 ; 25 R×Kt (nothing better), 25 P×R ; 26 Kt—Kt5, 26 R—Kt2 was sufficient to secure Black's superiority.

73. Game 7.—A beautiful move that carries the victory by force.

74. Game 7.—23....P—KR3 was the only hope, though not of much use against best play on account of the continuation ; 24 Q—B6 ch., 24 K—Kt sq. (if K—R2, White answers Kt—K4, threatening Kt—Kt5 ch. followed accordingly by R—R3 ch. or Kt—B7) ; 25 R—Kt3, 25 R—Kt2 best (if 25 ....R×P, White wins by 26 R×P ch., 26 Q×R, followed by 27 Q—B8 ch. and R—B7 ch.) ; 26 Kt—K4, with an irresistible attack.

75. Game 7.—This powerful stroke leaves Black without resource.

76. Game 7.—Giving an opportunity for a brilliant finish. But there was no help. If P—KR4, White of course would reply R×P, and 24....R—K2 was equally useless, as Black would answer Q—R6 ch., followed by Kt—K4, winning easily.

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THE SCOTCH GAMBIT.

This opening, which is one of the strongest in practical play as well as in theory, is already mentioned by old Italian writers, but derived its name and its introduction into public favor chiefly from the match between Edinburgh and London played in 1826-28. The most formidable attack in this opening is the one in which the P is immediately retaken on the fourth move, thus opening the Q file for White and liberating the KBP for a timely advance. We think, however, that our new defence pointed out in Col. 3 with its simplifying tendencies ought to give the second player a satisfactory game which, at any rate, does not subject him to such complicated attacks as Black has to sustain in most other variations. First in order, however, we have placed an entirely new line of development for White in answer to a move which we have, ourselves, favored in practice almost invariably, namely: 4. . . .Q—R5. The propositions which we make in Cols. 1 and 2 for the purpose of counteracting this sally, initiate a new line of attack, resting chiefly on the strength of White's combined two Bishops and Black's inability to castle in time. It seems to us that the form of attack which we suggest has the advantage of reducing Black's resources practically to one main line of play on the 5th move, and again, later on, the defence has no better option than to exchange B for Kt and to leave White with the powerful combination of two Bishops. White's Kt is also then better posted for the attack against the weak QBP by being placed at QB3, whereas in other variations the Q2 square forms the basis of operations for White's Kt and the recovery of the P is made more difficult.

In the next two columns the idea of advancing 7. . . .P—Q4 with the view of giving up the QBP is examined. Col. 5 represents the leading form of Black's counter attack as suggested by Herr von Gottschall in the *Deutsche Schachzeitung* which rests chiefly on the move 12 . . . .Kt—Kt5. In Col. 6 we propose quite an original line of play involving the sacrifice of a R for Black. We think that this variation if adopted in practice is likely to lead to various brilliancies. The fact that White's Kt is out of play practically reduces the sacrifice to that of the exchange only, and the undeveloped state of White's game and his inability to castle seem to us to give Black sufficient attacking compensation for the venture.

In Col. 7 we differ again from the authorities who, we think, for insufficient reasons, let the QKt be developed at QR3, instead of in the natural way at QB3. It seems to us that the sacrifice of the P which we afterward recommend, gives White a powerful attack.

In the next three columns we dispose of three different lines of attack with some novel modifications in each and demonstrate them in favor of the the defence. But in Col. 11, which is a variation of Col. 10, the attack wins on account of an unfavorable move for Black, which hitherto has held good in theory and practice, owing to the simple move 11 B—B2, which we propose, having been overlooked.

Finally in Col. 12 we analyze in a new way the strongest continuation in this form of opening, namely : 7 B—Kt5, and we think we show satisfactorily, though in a novel manner, that White ought to obtain the advantage.

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In Col. 13 we think the Fraser attack in the Scotch Gambit receives a fair answer, showing that the second player ought to maintain the P without being subjected to much disadvantage in position. In the other columns of that page we have made different selections from variations already known with slight alterations and additions.

In Col. 19 we show that an attack by 6 B—KKt5 which hitherto has been held to lead to an even game is untenable and leads to disaster if continued with our new move 8. . . .K—Q sq. Col. 20 is an ingenius variation quoted from the *Chess Monthly*, but not taken up in books on the game as far as we are aware. Col. 21 was already given in the *International Chess Magazine* in a game between Senor Golmayo and Captain Mackenzie, but has not otherwise been mentioned in theoretical treatises. In Col. 22 we endorse a defence hitherto held weak, while another which was considered the best is in the next two columns proved to be unfavorable, and new lines of play not yet noticed are introduced into the columns with notes.

Cols. 25 to 27 contain novelties by Professor Berger first published in the *International Chess Magazine.* Col. 28 is taken from a game between the author and Zukertort. Some original analysis will, however, be found in the last two columns of that table.

In Col. 31 we propose to show that the capture of a P which hitherto was considered unsound may be safely adopted, and by a little alteration in the continuation offered by the authorities for the defence, we think that we prove our contention. In the next column a line of play which occurred between Messrs. Rosenthal and Bird is quoted and contains, we believe, the best moves on each side in that variation. Col. 33 gives a new successful defence to a theoretical attack while the next column shows that the hitherto authorized defence merely leads to an even game. Col. 35 contains some explanatory additions of a complicated counter-attack as examples, and in Col. 36 the last two moves on each side are new, and we believe a great improvement for the defence of Count Vitzthounes' attack.

In Col. 37 the defence 5. . . .Q—B3 in last-named attack is, we believe, shown to be dangerous at least, though it used to be approved of by the authorities. The next two columns contain obsolete defences which, however, are of some theoretical value, being treated in a new manner and may be of use to beginners. In Col. 40, however, 4. . . .B—Kt5 ch. seems to us to be quite as good as 4. . . .B—B4, and perhaps even better, for we believe that the main line of attack by 6 O—O which used to be dreaded formerly is sufficiently met by our new answer 6. . . .Q—B3. The next two columns show the result of other defences and end favorably for the attack.

On the next table the most noteworthy innovations are those of Col. 46, as the same position may arise in the Danish Gambit and we propose to show by a new process that the two Pawns may be maintained without danger. In the following columns of that table we show the danger of other defences that have hitherto been recommended, and especially the line of attack in Col. 48 will be found interesting.

In the last table some inferior defences are examined, chiefly by our own independent analysis, and in some variations our conclusions differ from those of former authors.

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1 P—K4 / P—K4 — 2 KKt—B3 / QKt—B3 — 3 P—Q4 *

I. The Pawn is taken with the Pawn 3 PxP

First Continuation - - - - - 4 Kt×P

First Defence (Counter attack) 4 Q—R5 — 5 QKt—B3 ! - - - - Cols. 1, 2.

5 KKt—B3 ! - - - - Col. 13.

5 Q—Q3 - - - - Col. 14.

5 Kt—Kt5 - - Cols. 15 to 18.

Second Defence - - - - 4 B—B4 — 5 ~~P—QB3~~ - - - - - ~~Col. 3.~~ Note ?

5 ~~P—QB3~~ B—K3

5 B—K3 / Q—K2 - - - - ~~Note 9.~~ Col 3.

5 B—K3 / Q—B3 - - - Cols. 4 to 12.

5 Kt—B5 ? - - - Cols. 29, 30.

Third Defence - - - - - 4 QKt—B3 — 5 QKt—B3 Cols. 19, 25 to 28.

5 Kt×Kt - - Cols. 20 to 24.

Second Continuation - - - - 4 B—B4

First Defence - - - - - 4 B—B4 - - Cols. 31 to 37.

Second Defence - - - - 4 Q—B3 ? - - - - Col. 38.

Third Defence - - - - - 4 P—Q3 ? - - - - Col. 39.

Fourth Defence - - - - 4 B—Kt5 ch. - - Cols. 40 to 45.

Third Continuation - - - - - 4 P—QB3 / PxP — 5 B—QB4

First Defence - - - - - 5 PxP - - - Cols. 47, 47.

Second Defence - - - - 5 Kt—B3 - - - - Col. 48.

II. The Pawn is taken with the Knight 3 KtxP

First Continuation - - - - - 4 Kt×P - - Cols 49 to 55.

Second Continuation - - - - 4 Kt×Kt - - - - Col. 53.

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1 P—K4 / P—K4 — 2 KKt—B3 / QKt—B3 — 3 P—Q4 / P×P 1 — 4 Kt×P

1	2	3	4	5	6
4 Q—R5		4 B—B4			
5 QKt—B3! 2 / B—Kt5		5 B—K3 / Q—K2	5 B—K3 9 / Q—B3		
6 Kt—Kt5 / Q×P ch. 3		6 QKt—B3 / B×Kt	6 P—QB3 / KKt—K2		
7 B—K2 / B×Kt ch.		7 B×B / Kt—B3	7 Q—Q2 / P—Q4 10		
8 Kt×B / Q—Q5	8 Q×KtP	8 B×Kt 8 / Q×B	8 Kt—Kt5 11 / B×B		
9 B—Q3 / KKt—K2 4	9 B—B3 / Q—R6	9 Kt—Q5 / Q—Q sq.	9 Q×B 12 / O—O		9 P×B / O—O
10 O—O / P—QR3 5	10 Kt—Q5 / K—Q sq. 6	10 B—Q3 / Kt—K2	10 Kt×BP / R—Kt sq.		10 Kt×P / P×P!
11 Q—R5+ D	11 B—B4 / P—Q3	11 O—O— / P—Q3—	11 P×P / Kt—B4	11 Kt×P / Kt×Kt	11 Kt×R / R—Q sq.
	12 Kt×P D / K×Kt		12 Q—QB5 13 / Q—K4 ch.	12 P×Kt / Kt—Kt5 14	12 Q—B sq. 17 / Kt—B4
	13 Q×P ch.+ 7		13 B—K2 / Q×Kt.	13 P×Kt 15 / Q×KtP	13 P—KKt3 / Q—Kt4
			14 P×Kt / P×P	14 Q—QB3 / R—K sq. ch.	14 K—B2 / Kt—K4
			15 P—QKt3 / R—K sq.+	15 K—Q sq. / Q×BP	15 B—K2 / R—Q6+
				16 P—KR3 / B—B4+ 16	

Column 1. Move 11. Q—R5.

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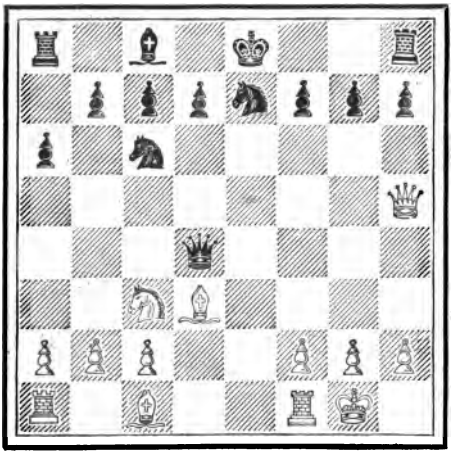

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Column 2. Move 12. Kt×QBP.

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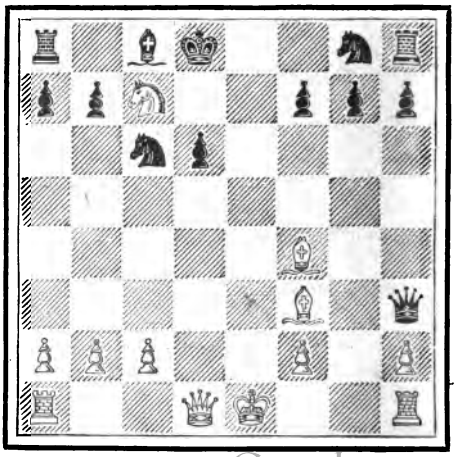

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1. Col. 1.—If 3....P—Q3 ; 4 P—B3 with the superior game.

2. Col. 1.—By a transposition of moves the same position may be arrived at in one of the ordinary variations already in vogue, viz.: 5 Kt—Kt5, 5 B—Kt5 ch.; 6 QKt—B3 !

3. Col. 1.—If 6 ...K—Q sq.; 7 Q—Q5, 7 Q—K2 ; 8 P—QR3 and we prefer White, for if 8.... Kt—B3 ; 9 Q—Kt5+.

4. Col. 1.—Or 9....Kt—Kt5 ; 10 Kt—Kt5, 10 Kt×B ch.; 11 Q×Kt, 11 Q×Q (or 11....Q—K4 ch , 12 K—Q sq.); 12 P×Q, 12 K—Q sq.; 13 B—B4, 13 P—Q3 ; 14 QR—QB sq.+. Or if 9.... Q—K4 ch.; 10 B—K3, etc.

5. Col. 1.—If 10....O—O ; 11 Kt—Kt5, 11 Q—Kt3 ; 12 B—K3, 12 Q—R4 ; 13 P—QB3, 13 Kt—Q4; 14 P—QKt4+, for if 14....Kt×B, White answers B×P ch.

---

6. Col. 2.—No better is 10....Q—K3 ch.; 11 K—B sq., 11 K—Q sq.; 12 KR—Kt sq., 12 P—KKt3 ; 13 KB—Kt4, 13 P—B4 ; 14 B—Kt5 ch., 14 KKt—K2 ; 15 Q—Q2, threatening R—K sq.+

7. Col. 2.—After 13....K—Kt3 ; 14 B—K3 ch., 14 K—R4 ; 15 Q—B5 ch., 15 P—QKt4 ; 16 B—Q2 ch. White mates in two more moves.

---

8. Col. 3.—Or 8 Q—Q3, 8 Kt×B ; 9 Q×Kt, 9 P—Q3.—

---

9. Col. 4.—If 5 P—QB3, 5 Q—K2 ; 6 Q—Q3, 6 B×Kt ; 7 P×B, 7 Q—Kt5 ch. and wins. Or if 5 Kt×Kt, 5 Q—B3 ; 6 Q—B3, 6 Q×Kt.—

10. Col. 4.—An ingenious defence first adopted by Dr. Isaacson against Zukertort. Compare *International Chess Magazine*, Vol. 2, p. 210, July, 1886.

11. Col. 4.—8 Kt×Kt, 8 Q×Kt leads to an even game.

12. Col. 4.—Or 9 P×B, 9 O—O ; 10 P×P, 10 R—Q sq.; 11 Kt×BP, 11 Q—K4 ; 12 Kt×R, 12 Kt×P ; 13 K—B2, 13 Kt—KB3 ; 14 Q—K sq., 14 Kt—Kt5 ch.; 15 K—Kt sq., 15 R—Q8 ; 16 Q—K2, 16 Kt×KP ; 17 K—B2, 17 Kt—Kt5 ch.; 18 K—B3 best, 18 Q—B4 ch.; 19 K—Kt3, 19 R—Q6 ch.; 20 Q×R, 20 Q—B7 ch. and wins.

13. Col. 4.—Or 13 Q—Q2, 13 QKt—K2 ; 14 Kt—Kt5, (otherwise Black will prevent the escape of the Kt by P—QR3) 14....Q—K4 ch.; 15 B—K2, 15 Kt×P ; 16 O—O, 16 Kt—B5 ; 17 B—B4, 17 Kt—R5+. If 13 Q—KB4, 13 Kt—K4 ; followed mostly by Q—K2.

---

14. Col. 5.—A move suggested by Herr von Gottschall in the *Deutsche Schachzeitung*.

15. Col. 5.—If Kt—QR3 Black answers forcibly B—Kt5.

16. Col. 5.—Continued 17 Kt—R3 (if 17 Q—Q2, 17 R—K8 ch., and mate's next move), 17....QR—B sq ; 18 B—B4, 18 R—K6 ; 19 Q—Q2, 19 Q—Kt6, and should win.

---

17. Col. 6.—White cannot give up the Q for another R as his Kt has no escape, nor can he play Q—KB2 as Black could win by R—Q8 ch. Likewise, if 12 Q—K2, 12 Kt—K4 ; 13 Kt—Q2, 13 Kt—Q6 ch.; 14 K—Q sq., 14 B—Kt5 and wins. Again if 12 Q—QB2, Black replies Kt—Q4 with a fine attack.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 P—Q4 / P×P	4 Kt×P / B—B4	5 B—K3 / Q—B3	6 P—B3 / KKt—K2

7	8	9	10	11	12
7 Q—Q2 / B×Kt	7 Kt—B2 **20** / B×B	7 B—K2 / P—Q4 **23**	7 P—KB4 / Q—Kt3!	7 / P—Q4?	7 B—QKt5 **26** / P—QR3 **27**
8 P×B / P—Q4	8 Kt×B / Q—K4	8 B—B3 / B×Kt	8 Q—B3 / Kt×Kt	8 P—K5 / Q—R3!	8 B—R4 / P—QKt4
9 P—K5 / Q—Kt3	9 Q—B3 **21** / O—O	9 P×B / P×P	9 P×Kt / B—Kt5 ch.	9 Q—Q2 / B×Kt	9 B—B2 / Kt—K4
10 Kt—B3 / B—B4	10 Kt—B4 **22** / Q—KKt4	10 B×P / O—O	10 Kt—B3 / P—Q4	10 P×B / Kt—B4	10 Kt—Q2 **28** / P—Q4
11 B—K2 D / Q×P **18**	11 QKt—Q2 / P—Q3	11 Kt—B3 / B—B4 **24**	11 P—K5 / Q—B7+ D	11 B—B2! / B—K3	11 P—B3+
12 O-O-O+ **19**	12 P—KR4 / Q—Kt3+	12 Q—B3 / QR—Q sq.		12 Kt—B3 / P—QR3	
		13 R—Q sq. / Q—Kt3+		13 B—K2+ **25**	

Column 7. Move 11. B—K2.

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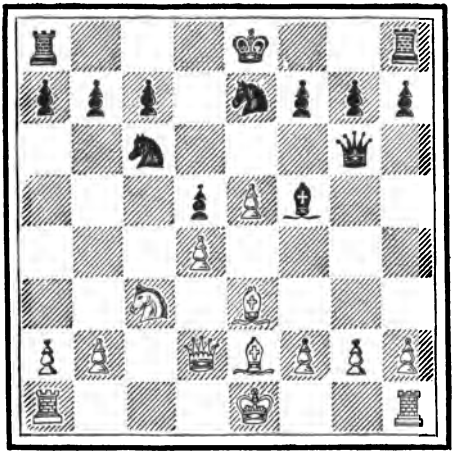

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Column 10. Move 11....Q—B7.

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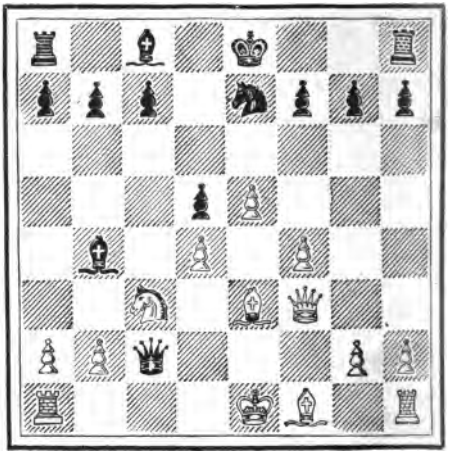

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18. Col. 7.—If White is allowed to castle on the King's side, we consider that he has the better game.

19. Col. 7.—Black cannot save the P without subjecting himself to a vehement attack. If, for instance, 12....Q—R6; 13 QR—Kt sq., 13 B—K3; 14 R—Kt3, 14 Q—R5; 15 Kt—Kt5, 15 O—O—O; 16 B—Kt5, 16 Q—K5; 17 P—B3 and wins.

---

20. Col. 8.—A move introduced by Dr. Meitner in the Vienna Tournament of 1882.

21. Col. 8.—If B—Q3 or Kt—Q2 Black may answer P—Q4.

22. Col. 8.—To prevent P—KB4. If 10 P—KKt4, 10 P—Q4; 11 P×P, 11 Kt—Kt5; threatening Kt—B7 ch., and recovering the P with the better game.

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23. Col. 9.—A game between Zukertort and Anderssen continued thus: 7....P—Q3; 8 O—O, 8 P—KR4; 9 P—KB4, 9 Q—Kt3; 10 Q—Q3, 10 P—R5; 11 B—B3, 11 P—B4; 12 P—K5, 12 P×P; 13 Kt×Kt, 13 P—K5; 14 Kt×Kt, 14 B×Kt; 15 Q—B2? Here we prefer 15 B×P, 15 P×B; 16 Q—B4 with the superior game.

24. Col. 9.—This variation so far is given by Salvioli.

---

25. Col. 11.—To prepare O—O, which we consider better than O—O—O as Black would be bound to castle on the Q side, and White's attack will be strengthened by placing the K on the other wing.

---

26. Col. 12.—For 7 B—B4. (See Illustrative game between Tschigorin and Schiffers.) The move in the text is the invention of L. Paulsen, and is, we believe, the strongest at this juncture.

27. Col. 12.—Likewise unfavorable is 7....P×Kt; 8 P×B, 8 Q—Kt3; 9 O—O, 9 P—Q4, (or 9....Q×KP; 10 Kt—B3, 10 Q—B4 (10....Q—Kt3 is no better as White proceeds with P—Q5, followed by QB—KB4); 11 P—Q5, 11 Kt—K4; 12 B—Q4, 12 O—O; 13 P—KB4, 13 Kt—Kt5; 14 P—KR3, 14 Kt—KB3; 15 P—KKt4+); 10 P×P, 10 Kt×P; 11 Q—B3+. Again if 7....Kt—Q sq.; 8 O—O, 8 Q—QKt3; 9 Q—K2, 9 O—O; 10 P—QKt4, 10 B×Kt; 11 B×B, with an excellent attack.

28. Col. 12.—Not 10 O—O, in which case Black releases himself by Kt—QB5.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 P—Q4 / P×P	4 Kt×P / Q—R5		
13	**14**	**15**	**16**	**17**	**18**
5 KKt-KB3 **29** / Q×KP ch.	5 Q—Q3 / Kt—B3	5 Kt—Kt5 / B-Kt5 ch. **34**	C		
6 B—K2 **30** / Q—K2! **31**	6 Kt×Kt / QP×Kt	6 P—B3 / Q×P ch.	6 Kt—Q2? / Q×P ch.	6 B—Q2 / Q×KP ch.	
7 QB—KKt5 / Kt—B3	7 Kt—B3 **33** / KB—QKt5	7 B—K3 / B—R4	7 B—K2 / Q×KtP	7 B—K2 / K—Q sq.	
8 Kt—B3 / Q—Q sq.	8 B—Q2 / B×Kt	8 Kt—Q2 / Q—Q4! **35**	8 B—B3 / Q—R6	8 O—O / B×B	
9 B×Kt / Q×B	9 B×B / Kt×P	9 Q—R4 / P—QR3	9 Kt×P ch. / K—Q sq.	9 Kt×B / Q—KB5	9 Q×B **38** / P—QR3
10 Kt—Q5 / Q—Q sq.	10 Q—K3 / O—O	10 Q×B / Q×Kt	10 Kt×R / Kt—B3	10 P—QB4 / Kt—R3 **37**	10 QKt—B3 **39** / Q—K4
11 Kt—Q4 **32** / Kt×Kt	11 P—KKt3 / Q—Q sq. D	11 Q×Q— / P×Q—	11 P—B3 / R—K sq. ch.	11 QKt—KB3 / R—K sq.	11 Kt—R3 / P—QKt4
12 Q×Kt / P—Q3+	12 Q×Kt / R—K sq.		12 B—K2 / Q—Kt7	12 P—KKt3 / Q—B3	12 B - B3 / KKt—K2
	13 B—K5 / P—KB3+		13 R—B sq. **36** / Kt—K4+ D	13 Kt—QB3 / P—QKt3+	13 KR—K sq. / Q—QB4
					14 QR—Q sq. / QR—Kt sq. +

Column 14. Move 11....Q—Q sq.

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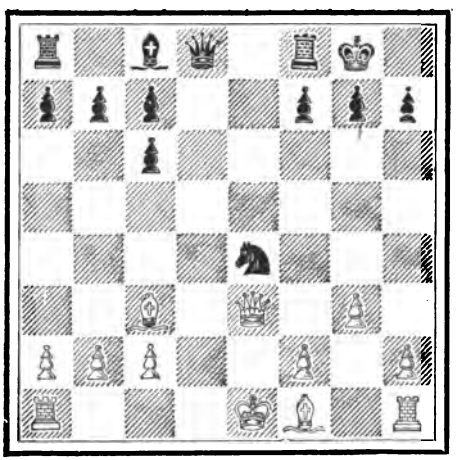

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Column 16. Move 13....Kt—K4.

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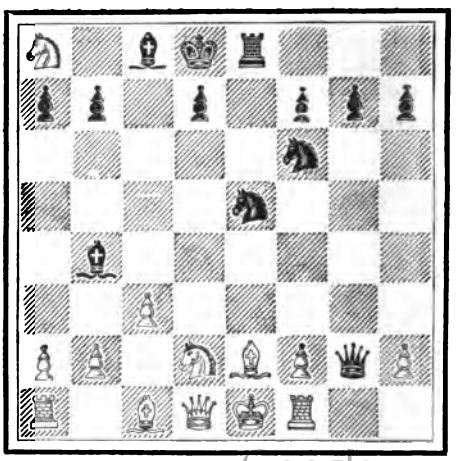

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29. Col. 13.—This attack is the invention of Mr. G. B. Fraser of Dundee.

30. Col. 13.—If 6 B—K3, 6 Kt—Kt5 ; 7 Kt—R3, 7 Kt—Q4 ~~or KKt—B3+~~.

31. Col. 13.—After 6....B—Kt5 ch.; 7 P—B3, 7 B—B4 ; 8 O—O, 8 Kt—B3 ; 9 P—QKt4, 9 B—K2 ; 10 Kt—Q2, 10 Q—Q4 ; 11 B—B4, 11 Q—KR4 ; 12 R—K sq., 12 P—Q3 ; 13 P—KR3, 13 Kt—Q sq.; 14 Kt—B sq.+ Or if 6....P—Q3 ; 7 O—O, 7 Q—K2 ; 8 R—K sq., 8 B—K3 ; 9 KB—QKt5, 9 Q—Q2 ; 10 Kt—Q4, 10 KKt—K2 ; 11 QB—Kt5, 11 P—QR3 ; 12 B—R4, 12 P—QKt4 ; 13 Kt×B, 13 P×Kt ; 14 B—Kt3, 14 P—Q4 ; 15 P—QR4, followed by P—R5 with the superior game.

32. Col. 13.—Or 11 B—Kt5, 11 B—K2 ; 12 Q—K2, 12 P—QR3+.

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33. Col. 14.—Or 7 Kt—Q2, 7 B—B4 ; 8 P—KKt3, 8 Q—R4 ; 9 Kt—Kt3, 9 QB—KKt5 ; 10 B—K3, 10 R—Q sq.; 11 Q—B4, 11 B×B ; 12 P×B, 12 B—B6+.

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34. Col. 15.—It makes no difference in our opinion whether this ch. be given at once or after Q×P ch. The reason against the latter given by some authorities is, that after 5....Q×P ch.; 6 B—K3, 6 B—Kt5 ch.; White may answer 7 Kt—Q2, but with the continuation 7....B—R4 ; 8 P—QB3 (we see nothing better), 8 Q—Q4 ; We arrive at the same position as in the main columns.

35. Col. 15.—If 8... Q—Kt3 ; 9 Kt—QB4, 9 P—QR3 ; 10 Kt—Q4, 10 B—Kt3 ; 11 Kt×Kt, 11 Q×Kt ; 12 B×B, 12 P×B ; 13 Q—Q4, 13 Q—KB3 ; 14 Q×QKtP.!

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36. Col. 16.—The above variations occurred between Messrs. Rosenthal and Steinitz in the Baden Tournament, 1870, with the following continuation: 13....Kt—Q4 ; 14 Kt—B4 (if 14 Q—Kt3, 14 P—Q3 ; 15 K—Q sq., 15 R×B ; 16 K×R, 16 B—Kt5 ch.; 17 K—K sq., 17 Kt—Q5 ; 18 P×Kt, 18 Q—K4 ch., and wins), 14....B×P ch.; 15 P×B, 15 Kt×P ; 16 Kt—K5, 16 R×Kt ; 17 B×R, 17 Kt×Q ; 18 R×Kt, 18 Q×P+.

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37. Col. 17.—10....P—QR3; 11 KKt—QB3, 11 KKt—K2 ; 12 P—KKt3, 12 Q—R3 ! may, we believe, also be played with safety.

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38. Col. 18.—The moves in this column occurred between Messrs. Blackburne and Steinitz in the 4th game of their match of 1876.

39. Col. 18.—In the sixth game of the same match White played 10 KKt—R3, and then followed: 11 ....Q—Q5 ; 12 Q—Kt5 ch., 12 Q—B3 ; 13 Q—Q2, 13 Q×KtP+

Digitized by Google

1	P—K4 / P—K4	2	KKt—B3 / QKt—B3	3	P—Q4 / P×P	4	Kt×P / Kt—B3

19	20	21	22	23	24
5 QKt—B3 / B—Kt5	5 Kt×Kt / KtP×Kt				
6 QB—KKt5? / P—KR3	6 B—Q3 / P—Q4		6 P—K5 / Kt—K5	6 Q—K2?	
7 B×Kt / Q×B	7 P—K5? / Kt—Kt5	7 P×P! / P×P	7 Q—B3 / Kt—Kt4	7 Q—K2 / Kt—Q4	
8 Kt—Kt5 / K—Q sq ! D **40**	8 O—O / KB—QB4	8 B—Kt5 ch. / B—Q2	8 Q—KKt3 / Kt—K3	8 P—QB4 / B—R3	
9 Q—B3 **41** / Q×Q	9 P—KR3 **42** / Kt×KP	9 B×B ch. / Q×B	9 B—Q3 / P—B3	9 P—KB4 / O—O—O	9 Q—Kt5 ch.
10 P×Q / P—QR3	10 R—K sq / Q—B3	10 O—O / B—K2	10 P×P / Q×P	10 Q—KB2 / Q—Kt5 ch. **46**	10 K—Q sq. / Kt—Kt3
11 Kt—R3 / B×KKt	11 Q—K2 / O—O	11 Kt—Q2 / O—O	11 O—O / P—Q4+ **45**	11 B—Q2 / Q×KtP	11 P—QKt3 / Kt—B sq.
12 P×B / Kt—Q5+	12 Q×Kt / Q×P ch.	12 Kt—Kt3+ **44**		12 P×Kt / B×B	12 B—Q2 / Q—Kt3
	13 K—R sq. / B×P+ D **43**			13 Q×B+ **47**	13 Kt—B3 / B—K2
					14 Q—R5+

Column 19. Move 8....K—Q sq.

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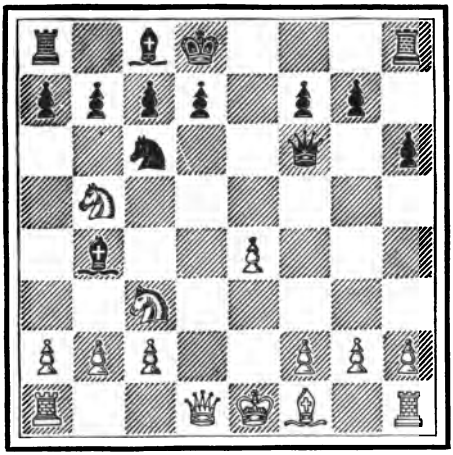

WHITE.

Column 20. Move 24....B×P.

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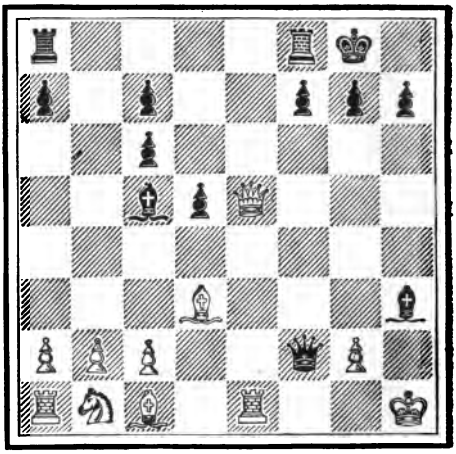

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40. Col. 19.—8....B—R4 ; 9 Q—Q2, 9 P—QR3 ; 10 Kt—R3, 10 B×Kt ; 11 Q×B, 11 Q×Q, gives Black hardly any advantage.

41. Col. 19.—If 9 P—QR3, 9 B—R4; 10 P—QKt4, 10 B—Kt3 and wins, for White's KKt has no escape.

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42. Col. 20.—Or 9 QB—B4, 9 P—KKt4 ; 10 B—Kt3, 10 P—KR4 ; 11 P—KR3, 11 P—R5 ; 12 B—R2, 12 Kt×B ; 13 K×Kt, 13 P—Kt5 ; 14 P×P, 14 Q—Kt4 ; 15 B—K2, 15 Q—B5 ch. ; 16 K—R sq. (if 16 K—Kt sq., 16 P—R6, and wins); 17....KB×P+

43. Col. 20.—Continued 14 P×B !, 14 Q—B6 ch. ; 15 K—R2, 15 B—Q3, and wins. This fine variation was first pointed out in the London *Chess Monthly* and afterward occurred in a match between Messrs. Delmar and Lipschütz.

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44. Col. 21.—The moves of this variation occurred in a match game between Senor Golmayo and Captain Mackenzie. We slightly prefer White, whose Pawns on the Queen's side are compact, while the Black Pawns are separated.

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45. Col. 22.—Black has the majority of Pawns on the Queen's side and may continue accordingly with Kt—QB4 or B—QB4, with the superior game.

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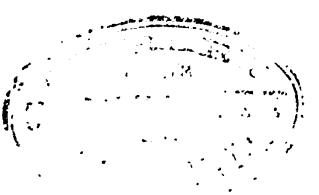
46. Col. 23.—Or 10....Kt—Kt3 ; 11 P—B5, 11 B×B, 11 P×Kt ; 12 B—R3, 12 P×BP+

47. Col. 23.—Continued 14....Q×R (or 14....K—Kt2 ; 15 B—B3, 15 B—Kt5 ; 16 B×B+) ; 15 Q—R6 ch., 15 K—Kt sq. ; 16 K—K2, 16 Q—Kt7 ; 17 Kt—B3+



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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 P—Q4 / P×P	4 Kt×P		
25	**26**	**27**	**28**	**29**	**30**
4 Kt—B3				4 B—B4	
5 QKt—B3 / B—Kt5				5 Kt—B5 **58** / P—Q4 **59**	
6 Kt×Kt / KtP×Kt				6 Kt×P ch. **60** / K—B sq.	
7 Q—Q4 / Q—K2			7 B—Q3 / O—O **55**	7 Kt—R5 **61**. / Q—R5	
8 P—B3 / P—Q4	8 P—B4		8 O—O / P—Q4	8 Kt—Kt3 / Kt—B3	
9 B—KKt5 / P—B4	9 Q—B2 / O—O **50**		9 P×P / P×P	9 B—K2 / Kt—K4	9 P×P / KKt—Kt5
10 B—Kt5 ch. / K—B sq.	10 B—Q2 / P—Q4	10 B—Q3 / P—Q4	10 B—KKt5? / P—B3 **56**	10 P—KR3 / R—KKt sq. + D **62**	10 B—K3 / B×B
11 Q—Q3 **48** / P×P	11 O—O—O / P—Q5 **51**	11 O—O—O / P—B5	11 Kt—K2 / B—Q3		11 P×B / Kt×KP
12 P×P / Q×P ch.	12 Kt—Kt sq. / B×B ch.	12 B—K2 / B—R3!	12 Kt—Kt3 / P—KR3		12 Q—Q2 / Kt—Q5 D
13 Q×Q+ **49**	13 Kt×B+ **52**	13 B—K3 **53** / KR-Ksq + **54**	13 B—Q2 / Kt-Kt5+ **57**		13 B—Q3 / B—B4+ **63**

Column 29. Move 10....R—KKt sq.

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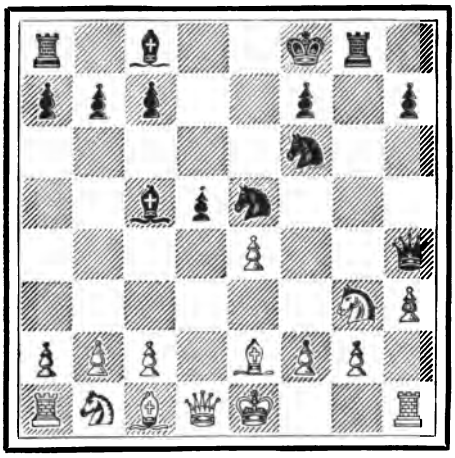

WHITE.

Column 30. Move 12....Kt—Q5.

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WHITE.

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48. Col. 25.—If 11 B×Kt, 11 P×Q; 12 B×Q ch., 12 K×B; 13 P—QR3, 13 P×Kt; 14 P×B, 14 P×KtP; 15 QR—Kt sq., 15 QR—Kt sq.+ (Salvioli). In the Vienna Tournament, 1882, between Paulsen and Zukertort, occurred 11 Q—B2, 11 P—Q5; 12 O—O—O, 12 P×Kt; 13 P—K5, 13 P—KR3 (if 13....Q×P; 14 R—Q8 ch., 14 K—K2; 15 B×Kt ch.+); 14 P×Kt, 14 KtP×P+.

49. Col. 25.—Continued 13....Kt×Q; 14 KB—QB6, 14 Kt×Kt; 15 B×R, 15 Kt—K5 dis. ch.; 16 P—QB3+ (Salvioli).

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50. Col. 26.—If 9....P—Q4; 10 B—Kt5 ch., 10 K—B sq.; 11 B—B6, 11 QR—Kt sq.; 12 O—O+.

51. Col. 26.—Or 11....P×P; 12 Kt×P, 12 Kt×Kt; 13 P×Kt, 13 B×B ch. (if 13....Q×P; 14 P—QB3, etc.); 14 R×B—.

52. Col 26.—This variation is extracted from an analysis of this form of opening by Professor Berger, which appeared in the *International Chess Magazine* of Dec., 1887. Professor Berger dismisses here the game in favor of Black on account of the latter's prospective attack on the open QKt file. We do not, however, agree with this conclusion, and as already stated in the above quoted journal, we think that the weakness of Black's doubled Pawn and far advanced QP for the ending, will not be outweighed by any formation of attack against White's King, *e. g.*; 13....B—K3; 14 Kt—B4, 14 QR—Kt sq.; 15 Q—Kt3, 15 R—Kt5; 16 P—Kt3, threatening Q—K5, followed by Kt—R5, or Kt—K5 at once with the superior game.

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53. Col. 27.—If 13 B—Kt5, 13 B—B4; 14 B—K3, 14 B×B; 15 Q×B, 15 P—QB4+.

54. Col. 27.—The above line of play occurred in a consultation game between Messrs. Bauer, Barnes and Crispi, against Messrs. Richter, Dr. Rosenthal and Seeger.

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55. Col. 28.—If 7....P—Q4; a position arises similar to that in Col. 21, and White may exchange Pawns followed by B—Kt5 ch., with a good game, even if Black afterward forms a double P by B×Kt. For White's Queen will subsequently enter at Q4, followed soon by P—QB4.

56. Col. 28.—Better than 10....B×Kt; 11 P×B, 11 P—KR3 (necessary, as White threatens B×Kt, followed by Q—R5. If 11....P—QB3; 12 P—QB4, 12 P—Q5; 13 P—B5+. Again, if 11....B—K3; 12 P—KB4+), 12 B—K3 with the superior game.

57. Col. 28.—The above moves occurred in the second match game between Messrs. Steinitz and Zukertort in 1886, with the exception of a transposition of moves. For Black played 7....P—Q4, and after the exchange of Pawns, both sides castled.

---

58. Col. 29.—This attack was introduced by Burn and for some time was much in favor.

59. Col. 29.—The right defence, which we believe was first adopted by the Rev. W. Wayte. If 5....Q—B3; 6 Kt—B3, 6 KKt—K2; 7 Kt—K3, with a good game.

60. Col. 29.—If 6 P×P?, 6 B×Kt; 7 P×Kt, 7 B×P ch.; 8 K×B, 8 Q×Q; 9 P×P, 9 Q—Q4+.

61. Col. 29.—Or 7 Q×P, 7 Q×Q; 8 P×Q, 8 Kt—Kt5+.

62. Col. 29.—Threatening R×Kt with an irresistible attack.

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63. Col. 30.—Obviously if 14 Q×Kt, 14 R—K sq.; and if 15 B—K4, then R×B.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 P—Q4 / P×P	4 B—B4 / B—B4		
31	**32**	**33**	**34**	**35**	**36**
5 O—O / P—Q3				5 Kt—Kt5 / Kt—R3	
6 P—QB3 / P×P	6 QB—KKt5	6 P—QKt4? / B×P		6 Kt×BP / Kt×Kt	6 Q—R5 / Q—K2
7 Kt×P / Kt—B3	7 Q—Kt3 / B×Kt	7 P—B3 / P×P	7 B×P	7 B×Kt ch. / K×B	7 O—O / P—Q3
8 KKt—Kt5 / Kt—K4	8 B×P ch. / K—B sq.	8 Q—Kt3 / Q—K2	8 Kt×B / P×Kt	8 Q—R5 ch. / P—KKt3	8 P—KR3! / B—Q2
9 B—Kt3 / P—KR3	9 P×B! **64** / Kt—B3	9 Kt×P / Kt—B3	9 Q—Kt3 / Q—B3 **67**	9 Q×B **70** / P—Q4	9 P—KB4 / O—O—O
10 Kt—B3 / QB—KKt5+	10 B—Q5 / Q—B sq.	10 QB—KKt5 / B×Kt	10 QB—KKt5 / Q—Kt3	10 P×P **71** / R—K sq. ch.	10 B×P **73** / Kt×B
	11 B—K6 / Q—K sq.	11 Q×B / P—KR3+ **66**	11 P—K5 / P—Q4 **68**	11 K—Q sq. **72** / R—K4	11 Q×Kt / QR—K sq. + D **74**
	12 B—B5 / B—Kt3+ **65**		12 B×P / QKt—K2	12 P—QB4 / Q—R5+ D	
			13 B×Kt / Kt×B **69**		

Column 35. Move 12....Q—R5.

BLACK.

WHITE.

Column 36. Move 11....QR—K sq.

BLACK.

WHITE.

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64. Col. 32.—If 9 B×Kt, 9 R×B; 10 P×B, 10 P—KKt4; 11 Q—Q sq., 11 Q—Q2; 12 P—Kt4, 12 B—Kt3; 13 B—Kt2, 13 P—Q6; 14 Q×P, 14 Kt—K4; 15 Q—K2, 15 Q—R6; 16 Kt—Q2, 16 P—Kt5 and wins. For if White play P—KB4, Black answers P—Kt6. The above variation is from the German *Handbuch*.

65. Col. 32.—From a game between Rosenthal and Bird, London Tournament, 1883.

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66. Col. 33.—White's attack is broken. If, for instance, 12 B—R4, 12 P—KKt4; 13 Kt×P, 13 P×Kt 14 B×P, 14 Kt—K4; 15 P—KB4, 15 Kt×P and wins.

---

67. Col. 34.—9....Q—K2 leads to greater difficulties, *e. g.*; 10 P—K5, 10 P×P; 11 B—R3, 11 Q—B3; 12 QR—K sq., 12 KKt—K2; 13 Kt×P, 13 Kt×Kt; 14 Q—Kt5 ch., 14 KKt—B3; 15 P—B4+.

68. Col. 34.—Evidently best. If, for instance, 11....P×P; 12 QR—K sq., 12 Q—B4; 13 Kt×P, 13 Kt×Kt; 14 P—KB4 with a powerful attack.

69. Col. 34.—Continued 14 B×KtP, 14 B×B; 15 Q×B, 15 O—O; 16 Q×BP, 16 Kt—B3, even game.

---

70. Gol. 35.—It makes no difference whether White takes the B at once or checks first at Q5, driving the K—Kt2, Black can always afterward proceed with P—Q4.

71. Col. 35.—Or 10 Q×P ch., 10 Q×Q; 11 P×Q, 11 Kt—Kt5; 12 Kt—R3, 12 R—K sq. ch., followed by Kt×QP+.

72. Col. 35.—11 K—B sq. might lead to the following brilliancies: 11....R—K4; 12 P—QB4, 12 Q—R5; 13 Kt—Q2 (to prevent Q—K5), 13....B—R6; 14 Q—R3, 14 QR—K sq.; 15 P×B, 15, R—K6; 16 P×R, 16 R×P with a winning attack.

---

73. Col 36.—If 10 Kt×P, 10 Kt×Kt; 11 Q×Kt, 11 Q×P; 12 Q×P?, 12 P—Q6 dis. ch., and wins.

74. Col. 36.—Black threatens to win the KP by P—KR3, and if 12 R—K sq., 12 P—Q6 dis. ch.; 13 K moves, 13 Kt—Q5+.

Digitized by Google

1 P—K4 / P—K4 — 2 KKt—B3 / QKt—B3 — 3 P—Q4 / P×P — 4 B—B4

37	38	39	40	41	42
4 B—B4	4 Q—B3?	4 P—Q3?	4 B—Kt5 ch.		
5 Kt—Kt5 / Kt—R3?	5 O—O / P—Q3	5 Kt×P **79** / Kt—B3	5 P—B3 / P×P		
6 Q—R5 / Q—B3	6 P—B3 / P—Q6 **77**	6 Kt—B3 / Kt×P?	6 O—O / Q—B3!	6 P×P?	6 P—Q3
7 P—KB4 / P—Q3	7 Q×P / Q—Kt3	7 QKt×Kt / P—Q4	7 P—K5 **82** / P×P	7 B×P / P—KB3	7 P—QR3 / B—R4
8 P—B5 / B—Q2 **75**	8 Kt—Q4 / Kt—K4	8 QB—KKt5 **80** / B—K2 **81**	8 QB×P / Q—Kt3	8 Q—Kt3 / Kt—R3	8 P—QKt4 / B—Kt3
9 KKt—B3 / Q—K2	9 Q—K2 / Kt×B	9 B—QKt5+	9 Kt—B3 / KKt—K2	9 P—K5 / P×P	9 Q—Kt3 / Q—B3
10 K—Q sq. / O—O—O	10 Q×Kt+ **78**		10 Kt—K2 / P—Q4 D **83**	10 Kt×P / Q—K2	10 Kt×P+ **84**
11 P—B6 D / Q×BP **76**			11 B×P / Kt×B	11 Kt×Kt / KtP×Kt	
12 QB—KKt5 +			12 Q×Kt / O—O+	12 B×P+	

Column 37. Move 11. P—B6.

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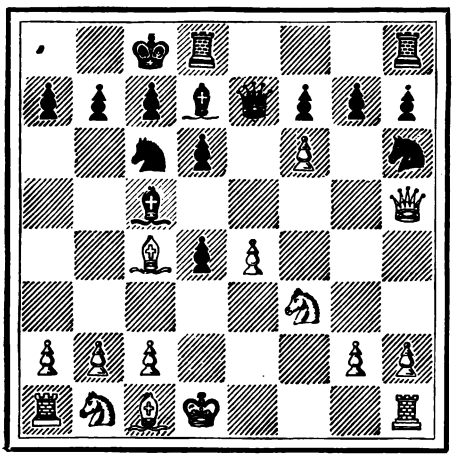

WHITE.

Column 40. Move 10....P—Q4.

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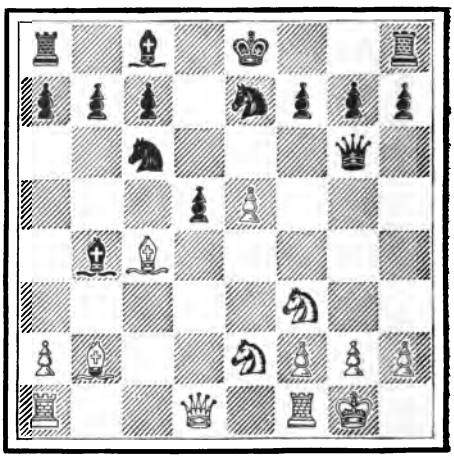

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75. Col. 37.—Or 8....Kt—K4?; 9 Kt×RP, 9 R×Kt; 10 QB—KKt5, 10 Kt—B6 ch.; 11 P×Kt, 11 Q—K4; 12 B×P ch.+.

76. Col. 37.—If 11....Q×KP; 12 P×P, 12 QB—KKt5; 13 Q—Q5 and wins. But it is noteworthy that White would lose by 13 P×R queening, 13 B×Q; 14 Q—B6, 14 KKt—Kt5.

---

77. Col. 38.—Best. If 6....B—Kt5; 7 Q—Kt3, 7 B×Kt; 8 Q×KtP, 8 K—Q2; 9 Q×R, 9 Q—Kt3; 10 P—KKt3, 10 Q—Kt5; 11 R—K sq.

78. Col. 38.—For 10....K—Q sq. is Black's best answer; since, if 10....P—QB3, White answers Kt×P.

---

79. Col. 39.—5 P—QB3, 5 P×P; 6 Kt×P, 6 B—K3; 7 B×B, 7 P×B; 8 Q—Kt3, 8 Q—B sq.; 9 KKt—Kt5 is, in our opinion, well defensible for Black, who ought to maintain the P Plus.

80. Col. 39.—Not 8 KB—QKt5 at once on account of 8....P×Kt; 9 Kt×Kt, 9 Q×Q ch.; 10 K×Q, 10 P—QR3; 11 B—R4, 11 B—Q2, recovering the piece.

81. Col. 39.—Or 8....P—B3; 9 QB×BP, 9 P×B; 10 Q—R5 ch., 10 K—K2; 11 B×P, threatening mate by Q—B7+. This column is quoted from a game between Bilguer and von der Lasa.

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82. Col. 40.—Or 7 P×P, 7 P—Q3+.

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83. Col. 42.—To simplify matters. If Black try to keep both Pawns he may get into difficulties, *e. g.*, 10....P—Q3; 11 B—Q3, 11 QB—B4; 12 Kt—R4, 12 Q—R4!; 13 Kt×B, 13 Kt×Kt; 14 B×Kt, 14 Q×B; 15 P×P, 15 B×P; 16 B×P, etc.

84. Col. 42.—This variation occurred in a game by correspondence between Edinburgh and London in 1827.

Digitized by Google

1 P—K4 / P—K4					
2 KKt—B3 / QKt—B3					
3 P—Q4 / P×P					
43	**44**	**45**	**46**	**47**	**48**
4 B—QB4 / B—Kt5 ch.			4 P—QB3 / P×P		
5 P—B3 / P×P			5 B—QB4 **93** / P×P		5 / Kt—B3
6 O—O / P×P?	6 / P—B7	6 P×P / B—R4	6 QB×P / P—Q3	6 / B—Kt5 ch.	6 Kt×P / B—Kt5
7 QB×P / Kt—B3	7 Q×P / P—Q3	7 P—K5 / KKt—K2	7 O—O / Kt—R3	7 Kt—B3 / Kt—B3	7 O—O / B×Kt
8 Kt—Kt5 ! **85** / O—O	8 P—QR3 / B—B4	8 B—R3 / O—O	8 Kt—Q4 / Kt—K4	8 Kt—Kt5 / Kt—K4	8 P×B / P—Q3
9 P—K5 / P—Q4 **86**	9 P—QKt4 / B—Kt3 **88**	9 O—O / K—R sq. **91**	9 B—Kt3 / P-KKt4 D **94**	9 B—Kt3 / O—O	9 P—K5 / P×P **97**
10 P×Kt / P×B	10 Q—Kt3 / Q—K2 **89**	10 Kt—Kt5 / Kt×P	10 P—Kt3 **95** / B—R6	10 O—O / P—Q3	10 Q—R4 D / O—O **98**
11 Q—R5 / P—KR3	11 Kt—B3 / Kt—B3	11 Kt×RP / Kt×B	11 R—K sq. / B—Kt2+ **96**	11 P—KB4 / B—B4 ch.	11 B—R3 / R—K sq.
12 P×P+ **87**	12 B-KKt5+ **90**	12 B×Kt / Q×B		12 K—R sq.	12 R—Q sq. / B—Q2
		13 Q—R5 / P-KKt3+ **92**			13 Kt—Kt5+

Column 46. Move 9. . . . P—KKt4.

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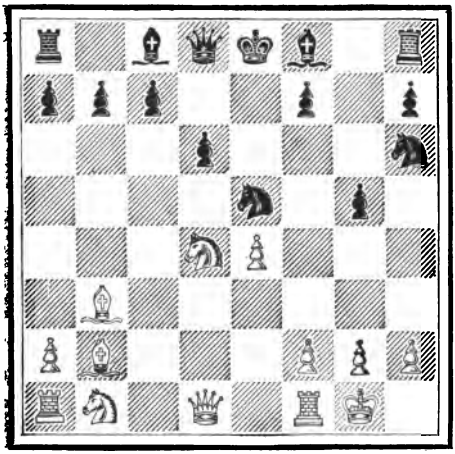

WHITE.

Column 48. Move 10. Q—R4.

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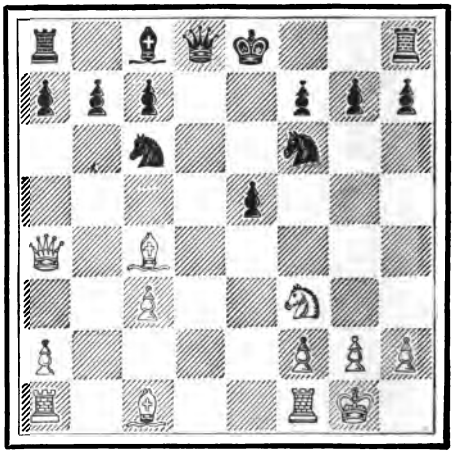

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85. Col. 43.—If 8 P—K5, 8 Kt—Kt5 ; 9 P—KR3, 9 Kt—R3 ; 10 P—K6, 10 O—O!

86. Col. 43.—After 9 ...Kt×P ; 10 B×Kt, 10 P—Q4 ; 11 B—K2 is White's best move, for if 11 B—Q3, 11 Kt—Kt5 ; 12 Kt—B3, 12 Kt×B ; 13 Kt×Kt, 13 Q—B3 ; 14 P—B4, 14 P—B4 and Black's passed Pawns become very dangerous.

87. Col. 43.—Stronger than 12 Kt—K4, 12 R—K sq.; 13 P×P, 13 R—K3 (not 13....R×Kt ; 14 Q×P, 14 R—R5 ; 15 Q—R8 ch. and mates next move) ; 14 R—Q sq., 14 Q—K2. After the move in the text, Black has no better answer than 12 Q×Kt, whereupon White captures the R, queening the P with a ch. and remains with the exchange and two Pawns ahead.

---

88. Col. 44.—If 9....Kt—Q5 ; 10 Q—Q3, 10 Q—B3 ; 11 P×B, 11 Kt×Kt ch.; 12 Q×Kt, 12 Q×R ; 13 Q×P ch., 13 K—Q sq.; 14 B—Kt5 ch. and wins.

89. Col. 44.—Or 10....Q—B3 ; 11 B—Kt2, 11 Kt—K4 (if 11....Q—Kt3 ; 12 Kt—R4+) ; 12 K—R sq., for White afterward proceeds with Kt×Kt, followed by P—KB4.

90. Col. 44.—Continued 12....B—K3 ; 13 Kt—Q,5, 13 B×Kt ; 14 P×B, 14 Kt—K4 ; 15 B—Kt5 ch., 15 K—B sq.; 16 QR—K sq., with the superior game.

---

91. Col. 45.—If 9....P—KR3 ; 10 Q—Kt3, 10 B—Kt3 ; 11 QKt—Q2, 11 Kt—R4 ; 12 Q—R4+. This Column with Notes are quoted from Cook's *Synopsis*.

92. Col. 45.—Continued : 14 Q—R6, 14 K—Kt sq.; 15 Kt—Q2, 15 B×P ; 16 Kt—Kt5, 16 P—KB3+.

---

93. Col. 46.—This position also occurs in the Danish Gambit by a transposition of moves.

94. Col. 46.—It is very rarely that such an early advance of the KKtP can be recommended, and it looks especially dangerous here, as the range of White's QB is increased. But we think this is quite sound now.

95. Col. 46.—If 10 P—B4, 10 P×P ; 11 R×P, 11 B—Kt2 ; 12 Kt—B5?, 12 Kt×Kt; 13 P×Kt, 13 Q—Kt4+.

96. Col. 46.—White cannot well advance the KBP, *e. g.:* 12 P—B4, 12 P×P; 13 P×P, 13 Q—R5 ; 14 Q—Q2, 14 KR—Kt sq.+.

---

97. Col. 47.—Or 9....Kt×P ; 10 Kt×Kt, 10 P×Kt ; 11 Q—Kt3, 11 O—O ; 12 B—R3+.

---

98. Col. 48.—If 10....B—Q2 ; 11 R—Q sq., 11 Q—B sq.; 12 B—R3, 12 Kt—Q5?; 13 B×P ch., 13 K×B ; 14 Kt×P ch.+.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 P—Q4 / Kt×P			
49	**50**	**51**	**52**	**53**	**54**
4 Kt×P / Kt—K3					4 Kt×Kt / P×Kt
5 QKt—B3 / B—Kt5		5 P—KB4 / Kt—B3 ! 109	5 B—B4 ? **103**	5 B—B4 / P—QB3	5 Q×P / Kt—K2 ///
6 B—Q2 / Kt—B3		6 B—Q3 / Kt—B4 •	6 KKt—B3 /// 0 / Q—B3 **104**	6 Kt×KBP **106** / K×Kt	6 B—B4 / Kt—B3
7 P—B3 / O—O	7 P—Q4 ?	7 QKt—B3 / Kt×B ch.	7 P—K5 / Q—Kt3	7 B×Kt ch. / K×B	7 Q—Q5 / Q—B3
8 KB—QB4 / P—Q3	8 B—Kt5 ch. / P—B3 **100**	8 Q×Kt / B—Kt5	8 Kt—B3 / Kt—K2 ?	8 O—O / P—Q4	8 O—O **107** / Kt—Kt5 // 2
9 Kt—Q3 / B×Kt	9 Kt×QBP / P×Kt	9 B—Q2 / O—O	9 P—KKt3 / Q—Kt5 **105**	9 R—K sq. / K—B2	9 Q—Q sq.— / B—B4—
10 B×B+ **99**	10 B×P ch. / B—Q2	10 O—O—O / P—Q3	10 Kt—K4+ D	10 B—K3 / B—K3+	
	11 B×R / B×Kt	11 Kt—B3 / P—B3+ **102**			
	12 B×B / Q×B				
	13 B×Kt / P×B				
	14 P×P+ D **101**				

Column 50. Move 14. P×P.

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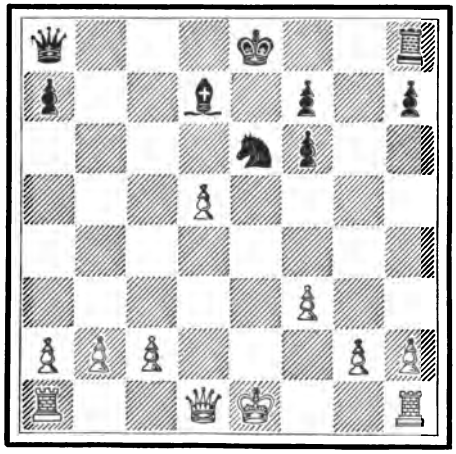

WHITE.

Column 52. Move 10. Kt—K4.

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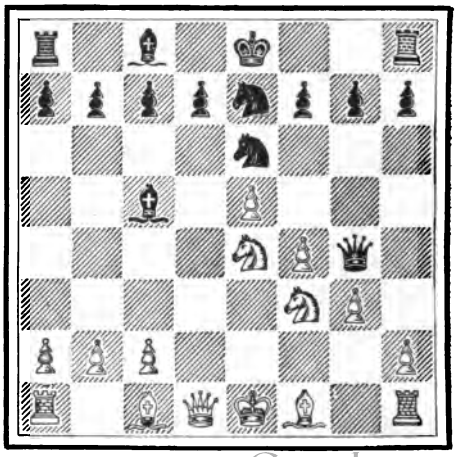

WHITE.

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99. Col. 49.—From a game between Göring and W. Paulsen (Salvioli). White has a strong attack.

---

100. Col. 50.—If 8....K—B sq.; 9 Kt×P, 9 Kt×Kt; 10 P×Kt, 10 B×B ch.; 11 Q×B+.

101. Col. 50.—Continued: 14....Kt—B5; 15 P—QB4, 15 Kt×P ch.; 16 K—B2, 16 Kt—B5; 17 Q—Q4, 17 Kt—R6 ch.; 18 K—B sq.+

---

102. Col. 51.—We slightly prefer Black's game on account of the two Bishops.

---

103. Col. 52.—The chief fault of this move is that it blocks the square where the Kt is wanted to go to attack the weak KP, or in order to effect the exchange of the important hostile KB.

104. Col. 52.—Or 6....P—Q3; 7 P—B5, 7 Kt—B sq.; 8 Kt—B3, with the superior position.

105. Col. 52.—If 9....O—O; 10 Kt—R4, 10 Q—R3; 11 P—B5, 11 Kt—Kt4; 12 Q—Kt4, and wins.

---

106. Col. 53.—A bold, and in fact, unsound sacrifice introduced by Cochrane.

---

107. Col. 54.—Recommended by Staunton in preference to 8 Kt—B3 as was played by correspondence between Edinburgh and London.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 P—Q4 / P×P	4 Kt×P / B—B4

Game 1.

Salvioli.

TSCHIGORIN
SCHIFFERS.

5	B—K3 / Q—B3	
6	P—B3 / KKt—K2	
7	B—B4 / P—Q3	1
8	P—KB4 / Q—Kt3	
9	O—O / Q×P	2
10	R—K sq. / Q—Kt3	3
11	Kt×Kt / B×B ch.	
12	R×B / P×Kt	
13	Q—K2 / Q—B3	
14	Kt—Q2 / P—Q4	
15	B—Q3 / B—K3	
16	R—KB sq. ! / P—KKt3	4
17	Kt—Kt3 / O—O	
18	P—KKt4 / QR—K sq.	5
19	Kt—B5 / P—Q5	6
20	P—Kt5 / Q—R sq.	7
21	R×B / P×R	
22	Q×P ch. / K—Kt2	8
23	R—K sq. / P×P	9 10
24	Q×Kt ch. / R×Q	D 11
25	R×R ch. / Resigns.	12

Game 2.

Leipzig Chess Congress, 1877.

PAULSEN
ANDERSSEN.

7	B—Kt5 / O—O	
8	B—Kt3 / P—KB4	13 14
9	P—Q3 / Kt—R3	
10	P—QR3 / B—K2	15
11	Q—Kt3 / B—B3	
12	P—KB4 / P×P	16
13	B×P / Kt×B	
14	Kt×Kt / B×B	
15	P×B / Q—Kt3 ch.	
16	K—R sq. / Q×P	
17	Q—B2 / B×Kt	17
18	P×B / Q×BP	
19	Q—R2 ch. / K—R sq.	18
20	Kt—Kt6 / P×Kt	19
21	R—B3 / R—B2 D	20
22	P—KKt4 / Q—B3	
23	P—Kt5 / Q—K2	
24	QR—KB sq. / Q—Q2	
25	R—R3 ch. / K—Kt sq.	
26	R—B4 / Q—Q4 ch.	21
27	and wins.	

Game 3.

Dufresne Lehrbuch. Des Schachspiels.

BLACKBURNE
MASON.

5	B×Kt	22
6	B×B / Kt—B3	
7	Kt—B3 / P—Q3	
8	B—K2 / Kt×B	23
9	Q×Kt / O—O	24
10	O—O—O / B—K3	
11	P—B4 / P—QR3	25
12	P—B5 / B—Q2	
13	P—KKt4 / B—B3	
14	QR—Kt sq. / Kt—Q2	26
15	P—Kt5 / P—B3	
16	B—B4 ch. / K—R sq.	
17	P—Kt6 / Kt—K4	
18	B—Kt3 / P—R3	27 28
19	R—Kt3 / Q—K2	
20	Q—K3 / KR—Q sq.	29
21	R—R3 / Q—B sq.	
22	Kt—K2 / R—K sq.	
23	Kt—B4 / R—K2	30
24	Kt—K6 / R×Kt	
25	B×R / R—K sq.	
26	R—Kt sq. D / Black resigns.	31

Game 4.

Leipzig Chess Congress, 1877.

ZUKERTORT
SCHALLOPP.

5	Kt—Kt3 / B—Kt3	32
6	Kt—B3 / Kt—K2	33
7	QB—KKt5 / P—B3	34
8	QB—KB4 / Kt—Kt3	
9	B—Kt3 / P—Q3	
10	P—B4 / P—B4	35
11	KB—QB4 / P—KR4	
12	Q—Q5 / Q—B3	
13	O—O—O / P—R5	
14	P—K5 / P×P	
15	P×P / Q—Kt4 ch.	
16	K—Kt sq. / R—B sq.	
17	B—Kt5 / KKt—K2	36
18	Q—Q8 ch. / K—B2	
19	B—B4 ch. / B—K3 D	
20	B×B ch. / K×B	
21	Q—Q7 ch / K—B2	
22	P—K6 ch. / K—Kt3	
23	B×BP / QR—Q sq.	37 38
24	B×R / R×B	
25	Q×P / Q×P	
26	R×R / Q×R ch.	
27	R—Q sq. / Q×P	
28	Q—Q7 / Q—Kt sq.	
29	Kt—Q5 / Kt×Kt	
30	R×Kt and, after a few moves, Black resigned.	

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Tschigorin v. Schiffers.

1. Game 1.—7....Kt—K4; 8 B—K2+!, 8 P—Q4; 9 P—KB4 (or 9 Kt—Q2, 9 Q—KKt3), 9....QKt—B5 is, in our opinion, the best defence here, for if 10 P—K5, 10 Q—R5 ch. (not 10....Kt×B; 11 P×Q, 11 Kt×Q; 12 P×P+); 11 P—Kt3, 11 Kt×B; 12 Q—R4 ch., 12 B—Q2+.

2. Game 1.—The capture of this P was at least hazardous at this juncture.

3. Game 1.—If 10....O—O; 11 Kt—Q2, 11 Q—Kt3; 12 Kt—Kt5, recovering the P with a strong attack.

4. Game 1.—An excellent move which obviously prevents Black's castling at once, as he threatens to win a piece by P—B5.

5. Game 1.—White might have also recovered the P with the better game by Kt—B5, but as will be seen this is much stronger. He threatens again P—B5, etc.

6. Game 1.—Weak. Q—R5 was his best play.

7. Game 1.—Foreseeing the sacrifice of the exchange which White would recover with a P plus after 20....Q—Kt2; 21 R×B, 21 P×R; 22 Kt×P, 22 Q—B2; 23 Kt×R, 23 K×Kt; 24 P×P, and should Black attempt 24 Q×RP, the reply B—B4 followed by Q—K6 would win for White. But, no doubt, he would have chosen this line of play as the lesser evil had he perceived the fine combination which White winds up with.

8. Game 1.—Of course if R—B2, White wins by B—B4.

9. Game 1.—A masterly coup which leaves no escape for the opponent.

10. Game 1.—Of course overlooking the opponent's deep design. But he could not win the game, for if the Kt removed White would win by Q—Q7 ch.

11. Game 1.—A highly ingenious and brilliant termination.

12. Game 1.—Mate is forced in three more moves. If 25....R—B2; 26 Kt—K6 ch., 26 K—Kt sq.; 27 R—K8 ch., and mates next move. And if 25....K—Kt sq.; 26 B—B4 ch., 26 R—B2; 27 R—K8 ch., and Kt—K6 mate.

Paulsen v. Anderssen.

13. Game 2.—After 8 KKt×Kt, 8 KtP×Kt; 9 B×B, 9 P×B; 10 O—O, 10 P—Q3; 11 B—K3, we somewhat prefer White.

14. Game 2.—Probably, in order to avoid the slight disadvantage of the last-mentioned variation.

15. Game 2.—Weak on general principles, and it also drives the B to a more favorable post. Much better was 10....Kt×Kt; 11 P×Kt, 11 P—Q4; 12 P—K5, 12 Q—Kt3.

16. Game 2.—Owing to Black's weak advance of the QRP in the 10th move, this usually good developing resource is not available and costs a Pawn.

17. Game 2.—Black gives up another P in order to lay a trap which, however, turns out unsound.

18. Game 2.—20 R—B2 would not have been good, as Black might have replied P—KKt4, and if 21 P×P, 21 Kt—K2, and wins.

19. Game 2.—On this and the next move Black has evidently relied in forming his counter-attack, but as will be seen White has an ingenious reply in store.

20. Game 2.—The only salvation, but also sufficient to insure victory.

21. Game 2.—For after the exchange of Queens White can easily release himself by R (B2)—KB sq., making room for K—B2.

Blackburne v. Mason.

22. Game 3.—This exchange is not to be recommended.

23. Game 3.—White might have maintained his two Bishops by B—K3, and if then 8....KKt—Kt5; 9 B—QB sq., and the Kt would be driven back again ultimately by P—KR3. (Dufresne.)

24. Game 3.—A decisive error, as soon appears. (Dufresne.)

(Continued on page 81.)

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GAME No. 1.

Move 24. Q×Kt ch.

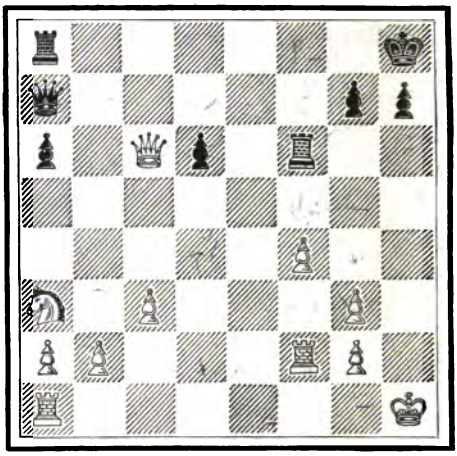
BLACK—SCHIFFERS.

WHITE—TSCHIGORIN.

GAME No. 2.

Move 22. R—B2.

BLACK—ANDERSSEN.

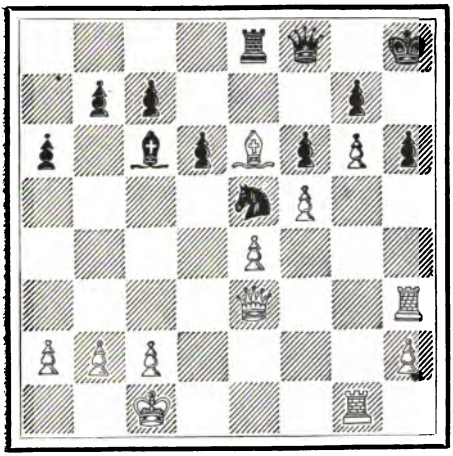


WHITE—PAULSEN.

GAME No. 3.

Move 26. R—KKt sq.

BLACK—MASON.

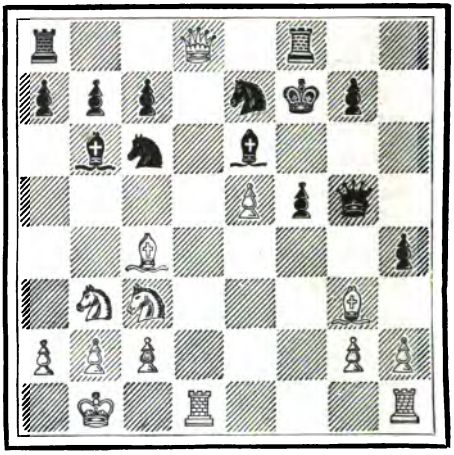


WHITE—BLACKBURNE.

GAME No. 4.

Move 19....B—K3.

BLACK—SCHALLOPP.



WHITE—ZUKERTORT.

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(Continued from page 79.)

25. Game 3.—To prevent B—Kt5, which would have been Black's best answer to the move in the text, White ought to have played 11 P—KKt4, for if 11....BxP; 12 BxB, 12 KtxB; 13 KR—Kt sq., 13 Kt—B3; 14 Kt—Q5, 14 K—R sq.; 15 RxP, 15 KxR; 16 R—Kt sq. ch., and wins.

26. Game 3.—Better than playing the KR, which is retained in order to support an eventual advance of the KRP.

27. Game 3.—Blackburne's play is a good model for the attack against the side on which the opponent has castled.

28. Game 3.—If 18....Kt—B6; 19 Q—K3, 19 KtxR; 20 RxKt, followed by R—Kt3 and R—R3, with an irresistible attack.

29. Game 3.—Much better, was clearly the same R—K sq.

30. Game 3.—Black here misses the opportunity of recovering the game, for we believe he could win by 23....Kt—B5; 24 Q—B2 (if 24 BxKt, 24 RxP; 25 Q moves, 25 RxKt, followed by BxR or RxB); 24....RxP; 25 R—Kt sq. (if 25 Kt—K6, 25 RxKt); 25....B—Q2, with a P ahead and a good game.

31. Game 3.—For White must win the Q by RxP ch., followed by P—Kt7 ch.

Zukertort v. Schallopp.

32. Game 4.—This move was first introduced by Blackburne.

33. Game 4.—6 Q—Kt4, 6 Kt—B3; 7 QxP, 7 KR—Kt sq.; 8 Q—R6, 8 BxP ch. would give Black the better game.

34. Game 4.—As he is bound afterward to advance the QP, a hole is created in the centre. There was no danger in O—O.

35. Game 4.—It was high time to get into comparative safety with his K by O—O.

36. Game 4.—It is interesting that though White is menaced with the loss of a piece all along, his counter attack gives the opponent no time for taking it.

37. Game 4.—A simple way of saving the piece as well as the Q which was threatened by either R moving to Q sq.

38. Game 4.—The exchange is given up in the hope of making some impression with his Pawns on the King's side, and this seems to have been his best plan, though he was only one P behind he had no game left otherwise. Of course, if QxKtP at once, White would answer BxB, followed by R—Kt sq.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 P—Q4 / P×P

Game 5.

Dufresne Lehrbuch, Des Schachspiels.

MINCHIN
WAYTE.

4 Kt×P / B—B4
5 Kt—B5 / P—Q4
6 Kt×P ch. / K—B sq.
7 Kt—R5 / Q—R5
8 Kt—Kt3 / Kt—B3
9 P×P **39** / QB—KKt5
10 P—KB3 **40** / R—K sq. ch.
11 B—K2 / Kt—Q5
12 Kt—B3 / B×P D **41**
13 Q—Q2 **42** / P—KR3 **43**
14 K—Q sq. / B×B ch.
15 QKt×B / Kt×Kt
16 Kt×Kt / Kt—K5
17 Q—B4 / Kt—B7 ch.

and wins.

Game 6.

Dufresne Lehrbuch, Des Schachspiels.

MEPHISTO *
AMATEUR.

4 Kt×P / Q—R5
5 KKt—B3 / Q×KP ch.
6 B—K2 / P—Q4 **44**
7 O—O / B—K3
8 Kt—B3 / Q—B4
9 KB—QKt5 / KKt—K2
10 Kt—Q4 / Q—Kt3
11 P—KB4 / P—KB4 **45**
12 R—K sq. / B—Q2
13 Kt×QP / O—O—O
14 B×Kt / Kt×B **46**
15 Kt—Kt5 / B—B4 ch. **47**
16 B—K3 / B—K3 **48**
17 KKt×BP / B×B ch.
18 R×B / B×Kt
19 Kt×B / Q—B2
20 P—B4 / KR—K sq.
21 R—QR3 / K—Kt sq.
22 R—Kt sq. / Q—B sq.
23 P—QKt4 / Kt×P **49**
24 Q—Q4 **50** / Kt—B3
25 R×P ch. D **51** / K×R **52**
26 R×P ch. / Kt×R
27 Q—Kt6 ch. / and White mates next move.

Game 7.

Salvioli Theoria & Practica.

Von BILGUER
Von HEYDE-
BRAND.

4 B—B4 / B—Kt5 ch.
5 P—B3 / P×P
6 O—O / P×P **53**
7 QB×P / P—B3
8 Q—Kt3 / Kt—R3
9 P—K5 / P×P
10 Kt×P / Q—K2
11 Kt×Kt / KtP×Kt
12 B×P **54** / Q×B
13 Q×B / P—Q4
14 R—K sq. ch. / K—Q sq.
15 Kt—B3 / B—R6 **55**
16 P—KKt3 / P×B
17 QR—Q sq. ch. / B—Q2
18 Q—Kt7 / QR—B sq.
19 Q×P at B6 / R—K sq.
20 R×B ch. **56** / Q×R
21 Q—B6 ch. / R—K2
22 Kt—Q5 / Kt—Kt sq.
23 Q—Kt5 / Q—K sq.
24 R—Q sq. D / White wins.

Game 8.

Gossip's Manual.

KOLISCH
HARRWITZ.

4 / B—B4
5 O—O / P—Q3
6 P—B3 / P×P
7 Q—Kt3 / Kt—R4 **57**
8 B×P ch. / K—B sq.
9 Q×BP / K×B
10 Q×Kt / Kt—B3 **58**
11 P—K5 / Kt—K5
12 P—QKt4 / B×P ch. **59**
13 R×B / Kt×R
14 K×Kt **60** / R—B sq.
15 B—Kt5 / Q—Q2
16 Q—Q5 ch. / K—Kt3
17 K—Kt sq. / R×Kt **61**
18 P×R / P—B3 **62**
19 Q—Q2 / Q—B4
20 P—B4 **63** / P×P
21 Q—Q6 ch. / B—K3
22 Kt—Q2 / P—KR3
23 B—R4 / P×P
24 Kt—B3 / K—R2
25 R—K sq. **64** / R—K sq. **65**
26 K—B2 / Q—Kt5 **66**
27 R—K4 / B—Q4

Game 8—Cont'd.

28 R×P **67** / Q—R4
29 B—Kt3 / R—K3
30 Q—Q8 / Q—Kt3
31 Kt—Q4 / R—K sq.
32 Q—Q7 / R—K4
33 Q—Kt4 **68** / Q—Kt8
34 Kt—K2 / P—KR4
35 Q—R3 / Q×RP
36 Q—KB sq. / Q—Q7 **69**
37 Q—Kt sq. ch. / K—R3 **70**
38 R—B6 ch. D / P×R
39 B—B4 ch. and White wins.

* A so-called automaton chess player, which was exhibited in London for many years, and was conducted by Mr. Gunsberg.

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Minchin v. Wayte.

39. Game 5.—Compare Col. 30, where we give B—K2 at this juncture, but with no better result, for White, whose game is already compromised.

40. Game 5.—If 10 B—K2, 10 R—K sq.; 11 O—O (or 11 P×Kt, 11 B×B; 12 Q—Q2, 12 Kt—Kt5+); 11....B×B; 12 Kt×B, 12 KKt—KKt5, and wins.

41. Game 5.—Excellent play.

42. Game 5.—If 13 P×B, 13 Kt×KBP ch.; 14 K—B sq., 14 Q—R6 mate.

43. Game 5.—Of course, quite good enough, but 13....Kt—KKt5 was likely to lead to the following brilliant termination: 14 Q—Kt5, 14 B×P; 15 Q×Q, 15 Kt—B6 ch.; 16 K—Q sq.; 16 Kt—B7 mate.

Mephisto v. Amateur.

44. Game 6.—Compare Col. 13.

45. Game 5.—An error which costs a P. 10....B—Q2, followed by K—Q sq., and afterward Kt—B sq., was, as Herr Dufresne points out, the right defence.

46. Game 6.—14....B×B; 15 Kt×B, 15 Q×Kt was far superior, and would have given Black the best of the game.

47. Game 6.—B—Q3 was preferable (Dufresne).

48. Game 6.—An error which costs another valuable P. Again B—Q3 was better (Dufresne).

49. Game 6.—Not perceiving the opponent's brilliant design.

50. Game 6.—The initiation of a brilliant plan.

51. Game 6.—White now finishes off with a series of master coups.

52. Game 6.—Or 25....K—B sq.; 26 R—B7 ch., 26 K—Kt sq.; 27 R—Kt3 ch., 27 K—R sq.; 28 R×P ch., 28 Kt×R; 29 Kt—B7 mate (Dufresne).

Von Bilguer v. Von Heydebrand.

53. Game 7.—Compare Col. 40. The right move here is Q—B3.

54. Game 7.—Very fine play which gives White an overwhelming attack.

55. Game 7.—If 15....P×B; 16 QR—Q sq. ch., 16 B—Q2; 17 Q—Kt7, 17 QR—B sq.; 18 Q×P at B6, 18 KR—B sq.; 19 R×B ch., 19 Q×R; 20 Q×Kt and wins (Salvioli).

56. Game 7.—A most beautiful combination.

Kolisch v. Harrwitz.

57. Game 8.—This resource is unfavorable for the defence. Q—Q2 is quite safe here, followed by Kt—R4 in reply to Q×BP, with a P ahead and a very good game.

58. Game 8. Not good.—Kt—K2 was by far better.

59. Game 8.—Forced. For if B—Kt3 White wins a clear piece by Q—Q5 ch.

60. Game 8.—Q—Q5 ch. would now have been bad play, for Black would interpose B—K3, and if White answers Kt—Kt5 ch., Black replies Q×Kt, remaining with two Pawns and a R for two minor pieces.

61. Game 8.—Probably a miscalculation.

62. Game 8.—Of course he dare not capture the B on account of the rejoinder P—K6 dis. ch.

(Continued on page 85.)

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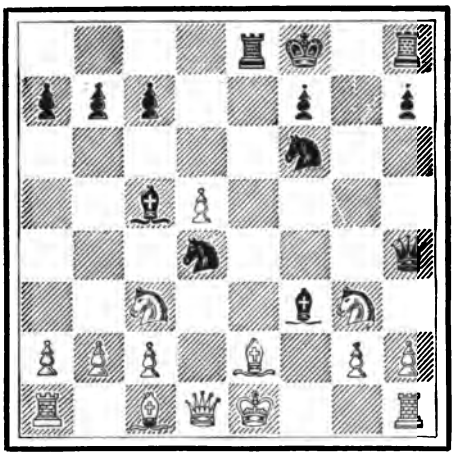
GAME No. 5.

Move 12....B×BP.

BLACK—WAYTE.

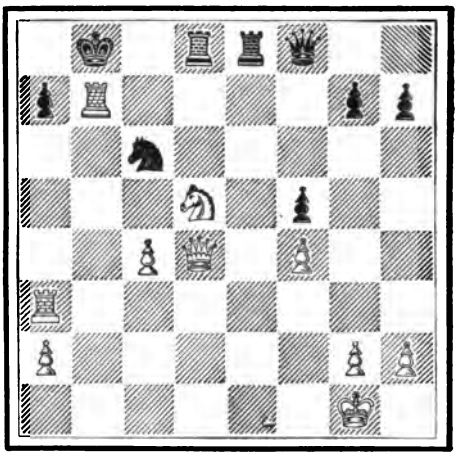


WHITE—MINCHIN.

GAME No. 6.

Move 25. R×P ch.

BLACK—AMATEUR.

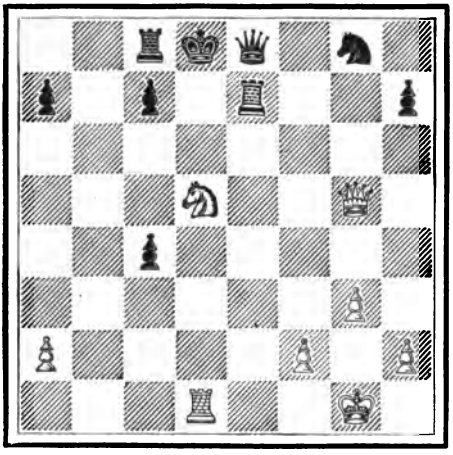


WHITE—MEPHISTO.

GAME No. 7.

Move 24. R(Ksq.)—Q sq.

BLACK—VON HEYDEBRAND.

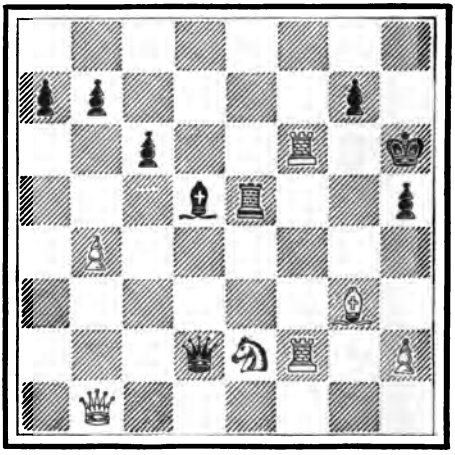


WHITE—VON BILGUER.

GAME No. 8.

Move 38. R(B4)B6 ch.

BLACK—HARRWITZ.



WHITE—KOLISCH.

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(Continued from page 83.)

63. Game 8.—Weak play which costs two Pawns. B—B4 was the correct move, for he could recover the P by Q—Q6 ch., in answer to P×P.

64. Game 8.—An error which exposes him to loss. R—Q sq. was the proper move, whereupon if 26 ....B—Q4 ; 27 K—B2, 27 Q—Kt5 ; 28 R×B, 28 P×R ; 29 Q×QP, and should win.

65. Game 8.—Black could have won now by 25....B—Q4 ; 26 Kt—K5, 26 R—K sq., threatening R× Kt, followed by Q—Kt5 ch. The reply 27 B—K7 would be of no use on account of 27....Q—B7 winning.

66. Game 8.—If 26....P—KKt4 ; 27 B×P, 27 P×B ; 28 R×B, 28 R×R ; 29 Q×R, 29 Q×Q ; 30 Kt×P ch., etc. (Gossip). We add that B—B2 was preferable, as Black had already three Pawns for the piece, and should have drawn at least after exchanging Rooks.

67. Game 8—28 R×R would have lost on account of 28....Q×Kt ch.; 29 K—K sq., 29 Q—R5 ch.; 30 K—K2, 30 Q×P ch. and wins the B ; for if 31 B—B2, 31 P—B6 ch. wins the Q (Gossip).

68. Game 8.—Much better was, we believe, 33 R—Kt4, 33 Q—B3 ch.; 34 K—Kt sq., 34 R—R4 (there seems nothing better, for otherwise White forces the exchange of Queens by Q—B5 ch.) : 35 Q× QKtP, etc.

69. Game 8.—Black had again recovered ground, and we believe he would have won with facility on account of the great superiority of Pawns, by R—K3, threatening B—B5, which he could not play at once as White would reply R×B followed by B×R.

70. Game 8.—The final and fatal error. He had still a very good game if he retreated K—Kt sq.

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1 P—K4 / P—K4		2 KKt—B3 / QKt—B3	3 P—Q4 / P×P

Game 9.

Vienna Tournament 1882.

PAULSEN	ZUKERTORT.
4 Kt×P	Kt—B3
5 QKt—B3	B—Kt5
6 Kt×Kt	KtP×Kt
7 Q—Q4	Q—K2
8 P—B3	P—Q4
9 QB—KKt5 **71**	P—B4
10 B—Kt5 ch.	K—B sq.
11 Q—B2	P—Q5
12 O—O—O **72**	P×Kt
13 P—K5 D	P—KR3 **73**
14 P×Kt **74**	P×P
15 QB—KB4 **75**	B—K3
16 Q—K3	QR—Kt sq.
17 P—QR4 **76**	P—QR3
18 B×QRP	P—QB5
19 Q—R7 **77**	P×P ch. **78**
20 K—Kt sq.	K—Kt2
21 Q×P	Q×Q
22 B×Q	R—R sq.
23 B×P **79**	B×B
24 R—Q4	R×P
25 R×B	R—R8 ch. **80**
26 K×P	R×R
27 R×B	R—QB sq.
28 B—Q6	R—B3
29 R—Q4	P—B4

Game 10.

Match, 1886.

STEINITZ	ZUKERTORT.
7 B—Q3	P—Q4
8 P×P	P×P **84**
9 O—O	O—O
10 QB—KKt5	P—B3 **85**
11 Kt—K2	B—Q3 **86**
12 Kt—Kt3	P—KR3
13 B—Q2	Kt—Kt5 **87**
B—K2 **88**	Q—R5
14 B×Kt	B×B
15 Q—B sq.	B—K7 **89**
16 R—K sq.	B—R3
17 B—B3 **90**	P—KB4
18 R—K6	QR—Q sq.
19 Q—Q2	P—Q5
20 B—R5 **91**	R—Q2
21 R×B	R×R
22 B—Kt4	Q—B3
23 R—Q sq. **92**	R—Q4
24 B×R	Q×B
25 Kt—R5	Q—K sq.
26 Kt—B4	R—K4 **93**
27 P—KR4	P—B4
28 P—R5 **94**	R—K5

Game 11.

Illustrated London News.

STAUNTON **105**	
4 B—B4	Kt—B3
5 QB-KKt5 **106**	P—KR3
6 B×Kt	Q×B
7 O—O	B—B4
8 P—B3	P—Q6 **107**
9 P—K5	Q—B5
10 Q×P	O—O
11 P—QKt4	B—Kt3
12 P—QR4	P—QR4
13 P—KKt3 **108**	Q—KKt5
14 P—Kt5	Kt—K2
15 QKt—Q2	Kt—Kt3
16 K—R sq.	P—Q4 **109**
17 B×P	B—K3
18 B×P	QR—Q sq.
19 Q—K4 **110**	Q—KR4
20 Q—K2	B—Kt5
21 QR—Q sq.	KR—K sq.
22 Kt—QB4	R×R
23 R×R	Kt×P **111**
24 QKt×Kt	R×Kt
25 Q—Q3	R—B4
26 Kt—R4	R×KBP
27 Q—Q8 ch.	K—R2
28 B—K4 ch. D	P—KB4 **112**
29 B—Q5	B—B6 ch.
30 Kt×B	R×P ch.
31 Kt×R	Q×R ch.
32 K—Kt2	Q—K7 ch.
33 K—R3	Q—R4 ch.
34 Q—R4	Black resigns.

Game 12.

Correspondence Game.

VIENNA	LONDON.
4 Kt×P	Q—R5
5 Kt—Kt5	B—Kt5 ch.
B—Q2	Q×P ch.
6 B—K2	K—Q sq.
7 O—O	B×B
8 Kt×B	Q—KB5 **113**
P—B4	Kt—B3
10 QKt—KB3	KKt—Kt5
11 P—KKt3	Q—B3
12 Kt—B3	R—K sq.
13 Kt—Q2	Kt—R3
14 Kt(Q2)—K4	Q—Kt3
15 B—R5	Q—B4
16 B—B3	P—QKt3
17 B—Kt2	B—Kt2
18 Q—Q2	P—B3
19 QR—Q sq.	Kt—B2
20 KR—K sq.	QR—Kt sq.
21 P—B4	Kt—R4
22 Q—Q3	Kt—Q3
23 P—QKt3 **114**	B×Kt
24 Kt×B	R—K2
25 K—R sq.	QKt—Kt2
26 P—QKt4	P—QR4
27 P—QR3	P×P
28 P×P	Q—K3

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Paulsen v. Zukertort.

71. Game 9.—We would suggest here the following new line of continuation: 9 B—Q2, 9 P—B4 (or 9....P×P; 10 Kt×P, 10 B×B ch.; 11 K×B, and we prefer White, who may get one weak P in the centre, if continued 11....Kt×Kt; 12, Q×Kt, 12 Q×Q; 13 P×Q, which, however, can be well defended; whereas Black's Pawns on the Q side are badly situated, and White's King is also more available for the ending. Again if 9....B×Kt; 10 B×B, 10 P×P; 11 O—O—O followed by B—Kt4 with an excellent attack); 10 B—Kt5 ch., 10 K—B sq.; 11 Q—B2, 11 P×P; 12 O—O—O, 12 QR—Kt sq.; 13 B—B6, 13 P×P; 14 KR—K sq., 14 B—K3 or Q—Q3; 15 B×P and we think White has a good attack for the P given up. He threatens now B—K3, followed by P—QR3, etc.

72. Game 9.—White gives up the piece in order to regain it by an ingenious process.

73. Game 9.—Of course if Q×P, the reply R—Q8 ch. followed by B×Kt ch., wins the exchange. The move in the text was the best, for it was necessary to prevent B—R6 ch. after White plays P×Kt.

74. Game 9.—We should have preferred 14 B—R4, and if 14....P—Kt4; 15 P×Kt, 15 Q×P; 16 B—Kt3, and the B will obtain a fine attack at K5 after R—K sq., or else White might proceed with P—KR4, etc.

75. Game 9.—B—K3 threatening P—QR3 was, we believe, stronger and might have led to the following continuation: 15....P×P ch.; 16 K—Kt sq., 16 B—K3; 17 R—Q3, 17 P—B5; 18 R—B3, 18 K—Kt2; 19 Q—Kt3 ch., 19 K—R2; 20 R×P, with an excellent attack.

76. Game 9.—We see no reason why he should not have first played B×P ch. followed by P—QR4, as in actual play.

77. Game 9.—P×P was not alone safe, but indispensible. If Black replied B—R4, then White would answer K—Q2.

78. Game 9.—Black misses here a fine opportunity of finishing off in a brilliant manner by 19....B—R6, which threatens B×P ch. followed by Q—R6, and if 20 Q×R ch., 20 K—Kt2; 21 B×P ch., 21 K—R2, and should win.

79. Game 9.—Probably his best defence. If 23 B—Kt5, 23 KR—QB sq.; 24 B—Kt3 (or 24 B—Q6, 24 B—B6, etc., or 24 B—Kt6, 24 KR—QKt sq., etc., *Chess Monthly*); 24....P—B6; 25 R—Q4, 25 B—K2; 26 B—K sq., 26 R—B4; 27 R—QKt4, 27 R×B; 28 R×R, 28 R×P, and wins.

80. Game 9.—A much stronger move was 25....R—QB sq.; for if 26 K×P, 26 B—R6 ch., followed by R×R wins a piece, and if 26 P—B3, 26 R—R8 ch.; 27 K×P, 27 B×P ch., and wins. Or if 26 R—Kt4 ch., 26 K—R2; 27 B—Q6, 27 R—R8 ch.; 28 K×P, 28 B—B6 ch., and wins.

81. Game 9.—An excellent move which leaves White no time for advancing the P, for in that case Black would win by R—Kt7 ch., whereupon White's K must retreat to B sq., in order to avoid mate in two moves commencing with R—B8 ch., and then R—QB6 wins the P.

82. Game 9.—After 39 K—R2 or R sq., 39 R—QB6; 40 P—B7, 40 R—B3, followed by K—K3, Black wins with ease.

83. Game 9.—Continued 41 K—Q sq., 41 R (KB6)—QB6, 42 B—B4, 42 R—B8 ch.; 43 K—K2, 43 R—B7; 44 R×R, 44 R×R ch.; 45 K—B3, 45 P—R4; 46 K—Kt3, 46R —B5; 47 K—B3, 47 K—K3; 48 K—K3, 48 P—R5; 49 K—Q3, 49 K—Q4; 50 K—K3 (Signor Salvioli considers that White might have drawn by B—Q6), 50....R—K5 ch.; 51 K—B3, 51 R—K sq.; 52 K—Kt4, 52 K—K5; 53 B—Q6, 53 P—B4 ch.; 54 K×P, 54 P—B5; 55 K—Kt5, 55 P—B6; 56 B—Kt3, 56 R—QB sq.; 57 P—R4, 57 R×P, and wins.

Steinitz v. Zukertort.

84. Game 10.—If 8....Kt×P; 9 O—O, 9 Kt×Kt; 10 Q—K sq. ch., etc.

85. Game 10.—Best. B×Kt, though it doubles a P, gives White attacking opportunities by R—QKt sq. and P—QB4. And if 10....B—K2; 11 B×Kt, 11 B×B; 12 Kt×P, 12 B×P (of course if Q×Kt, the Q is lost by B×P ch.); 13 R—Kt sq., 13 B—B3 (or 13....B—K4; 14 B×P ch., followed by Q—R5 ch.); 14 Q—R5, 14 P—Kt3; 15 Q—B3, and wins the exchange.

86. Game 10.—Threatening B×P ch., followed by Kt—Kt5 ch.

87. Game 10.—An excellent move which gives the second player the advantage.

88. Game 10.—The only defence for Q—R5 was threatened, and if 14 P—KR3, 14 Kt×P; 15 K×Kt; 16 Q—R5, followed by P—KB4 and B5.

89. Game 10.—This and the next move are not favorable to Black's position. B—Q2 with a view of advancing the KBP was much stronger.

90. Game 10.—White now assumes the offensive. He threatens B×P, followed by Kt—B5 ch. if Black retakes. Black cannot answer P—Q5 on account of the reply R—K4.

91. Game 10.—White could not take the P on pain of losing a piece by B×Kt either before or after the exchange of Queens accordingly.

92. Game 10.—R—K sq. was much better. But if 24 Kt×P, 24 R—Q2; 25 B×R, 25 Q×Kt with a good game, for though White is a P ahead he can hardly win on account of the Bishops being of opposite colors.

93. Game 10.—Black has finely taken advantage of the opponent's omission in the 24th move, and he taken indisputable possession of the open Kings' file.

(Continued on page 89.)

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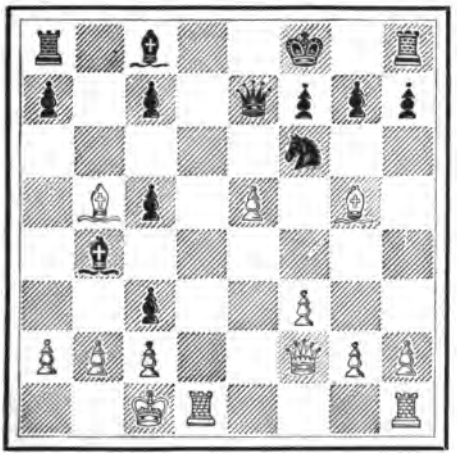
GAME No. 9.

Move 13. P—K5.

BLACK—ZUKERTORT.

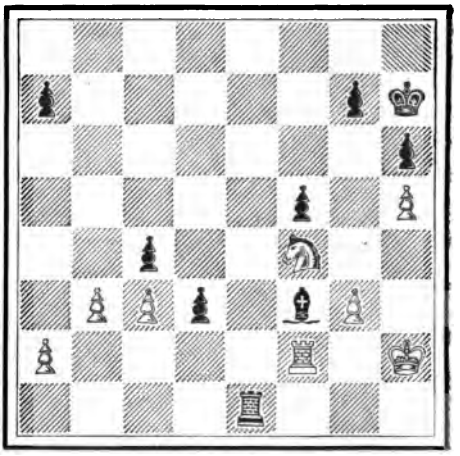


WHITE—PAULSEN.

GAME No. 10.

Move 42....BXP

BLACK—ZUKERTORT.

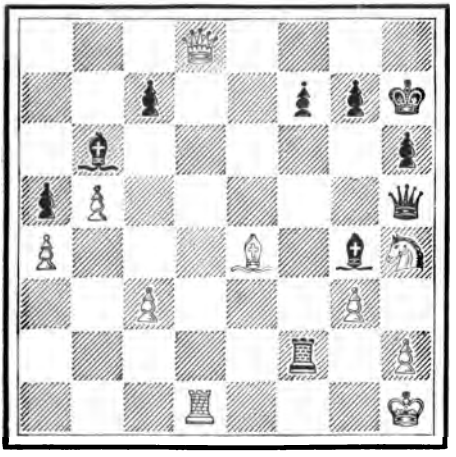


WHITE—STEINITZ.

GAME No. 11.

Move 28. B—K4 ch.

BLACK—....

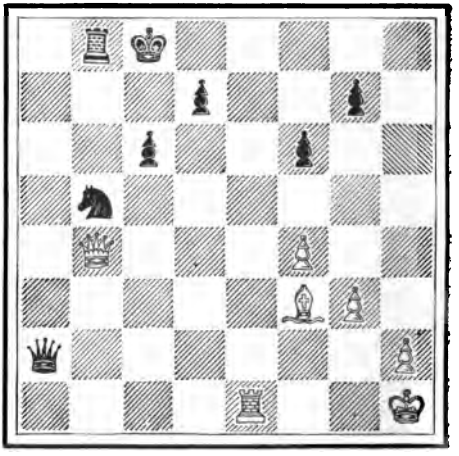


WHITE—STAUNTON.

GAME No. 12.

Move 43. Q—R7.

BLACK—LONDON.



WHITE—VIENNA.

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(Continued from page 87.)

94. Game 10.—A weak move which compromises his Kings side. He could have obtained an excellent attack by P—QKt4 instead, which would have broken Black's Pawns and must have ultimately won the centre Pawn.

95. Game 10.—The idea of compelling White to advance the KKtP was a good one, as it weakens his Kings' side, but there was no reason against playing Q—K4 at once.

96. Game 10.—A feeble move, for he has to return again to the post he leaves. Much better was 32 P—KB3, 32 R—K6; 33 P×P, 33 P×P; 34 Q×P, 34 Q×Q; 35 R×Q, 35 R×P; 36 K—Kt2, 36 B—Kt2; 37 Kt—Q5, 37 R—K6; 38 K—B2, with a fair advantage in position.

97. Game 10.—A very fine move. White dare not take the P with the Kt, for B would retake, followed by R—K8 ch. and R×R.

98. Game 10.—Very weak. K—Kt2 followed by P—KB3, should Black reply B—Kt2 was the right play.

99. Game 10.—Threatening R—K7 followed by Q×P ch. and B—Kt2.

100. Game 10.—Best. For Black threatened R×Kt or R—K8 ch.

101. Game 10.—An error, of which Black very cleverly takes advantage. 41 K—Kt2, ; 41 R—K6; 42 Kt—K6, would have given White fair defensive chances, for if 42....B×P ch.; 43 Q×B, while otherwise White's Kt enters at Q4.

102. Game 10.—A beautiful move which wins by force.

103. Game 10.—White had no good move. If 43 Kt—Kt2, 43 B×Kt; 44 K×B, 44 P×P; 45 P×P, 45 R—QB8; 46 P—B4, 46 R—B7; 47 K—B sq., 47 P—Q7; 48 K—K2, 48 P—Q8, queening ch., and wins.

104. Game 10.—Continued; 44 Kt—Kt2, 44 P—Q7; 45 Kt—K3, 45 QBP×P; 46 RP×P, 46 B×P, and wins.

Staunton v. ———

105. Game 11.—In *Gossip's Manual*, where we find this game quoted, Mr. Staunton's opponent is described as "one of the best players of the age."

106. Game 11.—We consider this absolutely disadvantageous. The proper continuation is 5 O—O, 5 Kt ×P; 6 R—K sq., 6 P—Q4; 7 B×P, 7 Q×B; 8 QKt—B3, 8 Q—KR4; 9 Kt×Kt, 9 B—K2; 10 B—Kt5, with the better game.

107. Game 11.—Black had much the better position and a P ahead. There was not the slightest necessity for giving up the material advantage, and he ought to have proceeded with P—Q3.

108. Game 11.—The "hole" here formed might have been fatal to White toward the end of the game as will be seen, and, at any rate, it exposes him to a strong attack.

109. Game 11.—We do not think that the sacrifice of the two Pawns which follows is warranted by the position. He could have established the majority of Pawns on the Queens' side with a very good game on account of his having two Bishops by P—KB3.

110. Game 11.—This is loss of time and helps the opponent to force a longer diagonal for his B. Q—K2 was evidently better at once.

111. Game 11.—An excellent coup which qualifies the leader of Black's game as a strong player.

112. Game 11.—It is singular that Black should have had here an opportunity of executing a similar mate to that which Morphy had in his celebrated game with Paulsen. Compare Four Knights' Game. The right move was 28....P—KKt3; whereupon after 29 B×P ch. (there is nothing better), 29 Q×B!; 30 Kt×Q, mate follows by 30....B—B6 ch.; 31 K—Kt sq., 31 R—Kt7 double ch.; 32 K moves, 32 R—Kt8 mate.

Vienna v. London.

113. Game 12.—Black's ninth move has the merit of preventing the immediate development of the first player's attack, and compels the latter, sooner or later, to play P—KKt3, thereby weakening the Pawns on the K's side.

114. Game 12.—The utmost that White could have obtained by taking the Kt on his 24th move, would have been to recover the Pawn lost, in which case, we thought Black's position for the end game would have been preferable. Thus 24 Kt×Kt, 24 Q—B4 ch.; 25 K—R sq., 25 R×R ch.; 26 R× R, 26 B×B ch.; 27 K×B, 27 Q×Kt.; 28 Q×P, 28 Q—B sq.; 29 P—Kt3, 29 P—B3; followed by K—B2+.

115. Game 12.—By this move we consider Black obtained a clear winning position.

116. Game 12.—And the game was given up as drawn, Vienna having resigned the other game. London, however, had much the best of the encounter; and, had the game been played out, would in all probability have won.

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THE TWO KNIGHTS' DEFENCE.

This defence is in reality a counter-attack on Black's third move, which being so early instituted ought to be disadvantageous to the second player on principle. (According to the German *Handbuch* the first mention of this highly interesting opening is made by the Italian author Polerio 1590.

Our main idea how to treat the first players' game is laid down, as usual, in Col. 1, and rests on the entirely new 9th move, for White, that seems to have escaped the attention of all analysts, being no doubt opposed to the manner of the old school which often was too eager to guard the King's side too much. In the present instance we do not think that the doubling of the KRP can do White as much harm, as it weakens the defence by exchanging an active B and giving White two Bishops. It will be observed that the KRP is safe enough, for if Black after exchanging plays Q—Q2, White's B can enter at KKt4, In some cases White may even castle on the King's side, but not without due precautions against the formation of an attack by B—Q3 and Q—K4. But the extra P on the Q side will more than fully outweigh any disadvantage in White's situation of Pawns on the other wing which can be sufficiently protected. To this column should be added the following new variation: If 6. . . .B—Q2; 7 Q—K2, 7 B—Q3; 8 QKt—B3, 8 O—O (or 8. . . .P—KR3; 9 B×B ch., 9 Q×B; 10 KKt—K4, 10 Kt×Kt; 11 Q×Kt, 11 P—KB4; 12 Q—KR4, 12 O—O; 13 P—QR3—if 13 P—QKt4, 13 B—K2—13. . . .P—QB4; 14 P—Q3+); 9 B×B, 9 Q×B; 10 P—QR3, 10 P—QB4; 11 P—Q3+.

In Col. 6 we merely show that the resort of Kt—KR3 is not as good in conjunction with B—R4 as when the KB is concentrated for the defence on the King's wing. Black gets a little advantage in position as he recovers his P, and White's Queen's centre is kept weak. The two Bishops are of little account in that position. How to play for Black against 9 KKt—B3 is shown in subsequent columns.

The line of play adopted by White in the 10th move in Col. 3, namely, the retreat of the Kt—Kt sq., has not been considered worth sufficient notice by the authorities. But we have given it some analysis, especially as the attempt of White to win a piece leads to some brilliancies. In Cols. 4 and 5 we give a new key move to the counter-attack in reply to 10 Kt—K5, namely, P—KKt4 applied respectively on the 11th and 12 thmoves for Black. Cols. 7 and 8 are presented not so much on account of their practical value than as examples of sacrificing tactics which Black is enabled to institute owing to the undeveloped state of the adverse game. Compare especially Note 3.

Col. 9 answers the entrance of White's Kt—K5 in a new manner and secures a draw which for some tournament purposes might be enough for the defence, considering that according to Col. 1 White ought to win. In Cols. 10 and 12 White wins against new counter-attacks, which in previous variations held good, but cannot be recommended under altered conditions. In Col. 11 three different lines of play for Black, which may be brought about by transpositions of moves, are demonstrated in favor of the first player, though hitherto it has been considered doubtful which side had the advantage.

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The idea of Col. 13 is old, though it is little known that it originated with the author about 23 years ago, for the books only accredited us with the move Q—Q6 for Black, which may come in at the 15th or 16th move respectively, whereas the whole variation, from this point up to Black's 25th move as given in the main line of play in note 28, occurred first between the Rev. W. Wayte and ourselves. The identical moves occurred afterward between Mr. C. E. Ranken and the Rev. W. Wayte. This is not so extraordinary considering that the moves on each side, from the 15th move of Black, are not alone the most plausible but are almost all forced. In Col. 14 we arrive at a different conclusion from those of previous authors by the new process 11 KKt—Q2. Col. 15 is quoted from the *Handbuch*. The line of play pointed out in Col. 16 has never occurred in practice to our knowledge, but it seemed to us sufficiently interesting to be worth investigation. In Col. 17 we ventured an analysis based on an idea of Lowenthal, but we disagree with his conclusions. The key move of Col. 18 was hitherto supposed to lead to an even game, but we think our improvement, 8 Q—K sq. instead of 8 P—QB3, will support our view that White's majority of Pawns can be maintained with the better game.

In Cols. 19 to 22 inclusive we introduce our new defence or counter-attack in the leading variations of this opening, in which White sacrifices a piece. The idea of giving up the QKtP at once was first published in the *International Chess Magazine*, whence it was quoted in the Lipschutz edition of *Gossip's Manual*. In the next column an example is given in favor of White, if Black proceed in the old way by 9. . . . P—B3 instead of 9. . . . P—QKt4, which we recommend.

In Col. 25 a suggestion of the Rev. W. Wayte which appears to us some improvement on the *Handbuch* attack, is taken up and analytically extended, while in the next column the *Handbuch* variations are also shown to result in favor of the attack, though with greater difficulty and with novel additions at the end.

Cols. 27 and 28 are new and we thought them interesting, though they may be of no more than theoretical value. 29 and 30 are already well known. The former was first published by Zukertort, and of the latter Staunton is the author.

On the next table Col. 32 is quoted from the *Handbuch*, while Cols. 31 and 33 dealing with the same subject are materially altered. But most remarkable is the line of play treated in the three next columns. We find the key move and some variations quoted by Salvioli from Lolli, an old Italian writer. On close examination we come to the conclusion that the preparation move, 6P—Q4, is the best key move to the attack and that there is no satisfactory defence to it. Therefore it must be regarded as far superior to 6 Kt×BP, which was hitherto in fashion.

The table following deals with the attacks 4 P—Q4 respectively 4 O—O, which were much in favor for some time with players or theorists who wished to avoid the complication arising from 4 Kt—Kt5, or perhaps distrusted the latter attack. But we think that they only lead to an even game at the utmost, and in the majority of cases would be unfavorable for the first player, whereas our Col. 1 and Cols. 34 to 36 established the superiority of White against the two chief lines of defence, or respectively counter-attacks, viz.: 5 Kt—QR4 and 5. . . . Kt×P.

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I. 1 P—K4 / P—K4 — 2 KKt—B3 / QKt—B3 — 3 B—B4 / Kt—B3 — 4 Kt—Kt5 / P—Q4 — 5 P×P / QKt—R4 — 6 B—Kt5 ch. / P—B3 — 7 P×P / P×P

First Continuation - - - - 8 B—K2 ! - - - - - - - - Cols. 1, 4, 5, 7 to 14.

Second Continuation - - - 8 B—R4 ? - - - - - - - - - - - Cols. 2, 3, 6.

Third Continuation - - - 8 Q—B3 ? - - - - - - - - - - - Cols. 15, 16.

II. 4 Kt—Kt5 / P—Q4 — 5 P×P / QKt—R4 — 6 P—Q3 ?

First Defence - - - - - 8 / P—KR3 - - - - - - - - - - - - Col. 17.

Second Defence - - - - - 8 / KB—QB4 - - - - - - - - - - - - Col. 18.

III. 4 Kt—Kt5 / P—Q4 — 5 P×P / Kt×P — 6 Kt×BP / K—Kt — 7 Q—B3 ch. / K—K3 — 8 Kt—B3 / Kt—Kt5

First Continuation - - - - 9 Q—K4

First Defence - - - - - 9 / P—QKt4 ! - - - Cols. 19 to 22.

Second Defence - - - - - 9 / P—B3 - - - - - - - Col. 23

Second Continuation - - - 9 P—QR3 - - - - - - - Col. 24

IV. 4 Kt—Kt5 / P—Q4 — 5 P×P / Kt×P — 6 Kt×BP / K×Kt — 7 Q—B3 ch. / K—K3 — 8 Kt—B3 / Kt—K2 — Cols. 25, 26.

V. 4 Kt—Kt5 / P—Q4 — 5 P×P / Kt×P — 8 Q—R5 - - - - - - - - - - - - Cols. 27, 28.

VI. 4 Kt—Kt5 / Kt×P

First Continuation - - - - 5 B—P ch. - - - - - - - - - - - Cols. 29, 30.

Second Continuation - - - 5 Kt×BP - - - - - - - - - - - Cols. 31 to 33.

VII. 4 Kt—Kt5 / P—Q4 — 5 P×P / Kt×P — 6 P—Q4 !

First Defence - - - - - 8 / P×P - - - - - - - - - - - - Col. 34.

Second Defence - - - - - 8 / P—KR3 - - - - - - - - - - - - Col. 35.

Third Defence - - - - - 8 / B—K2 - - - - - - - - - - - - Col. 36.

VIII. 4 P—Q4 / P×P

First Continuation - - - - 5 O—O - - - - - - - - - - - Cols. 37 to 40.

Second Continuation - - - 5 P—K5 - - - - - - - - - - - Col. 41.

IX. 4 O—O - Col. 42.

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	1	2	3	4	5	6
1	P—K4 / P—K4	KKt—B3 / QKt—B3	B—B4 / Kt—B3	Kt—Kt5 / P—Q4	P×P / QKt—R4	B—Kt5 ch. / P—B3
7	P×P / P×P					
8	B—K2! / P—KR3	B—R4? / P—KR3		B—K2 / P—KR3		B—R4? / P—KR3
9	KKt—KR3 D1 / B×Kt	KKt—B3 / P—K5		KKt—B3 / P—K5		Kt—KR3 / B×Kt
10	P×B / Q—Q4 2	Q—K2 4 / B—K3	Kt—Kt sq. / KB—QB4	Kt—K5? / B—Q3 7		P×B / Q—Q2
11	B—B3 / P—K5	Kt—K5 / Q—Q5	P—QB3 / O—O	P—KB4 / P—KKt4!	P—Q4 / Q—B2	P—QB3 / R—B sq.
12	Kt—B3 / Q—K4	B×P ch. / Kt×B	P—QKt4 / B×P ch.	P—Q4 / P×P	P—KB4 / P—KKt4 8	P—Kt4 / Kt—Kt2+ 10
13	B—Kt2+ 3	Kt×Kt / Q—B4+ 5	K×B / Kt—Kt5 ch.	B×P / Kt—Q4	O—O / Kt—Q4	
14			K—K sq. / Q—R5 ch.	Q—Q2 / Q—Kt3	B—R5 / KR—R2	
15			P—Kt3 / Q—B3+ 6	P—QKt3 / P—K6 D	P×P / B×Kt+ 9	
16				QB×KP / B×Kt+		

Column 1. Move 9. KKt—R3.

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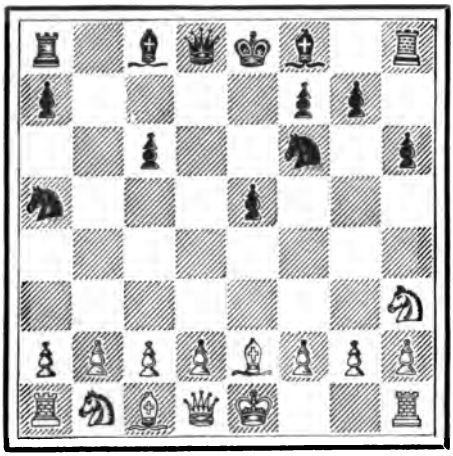

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Column 4. Move 15....P—K6.

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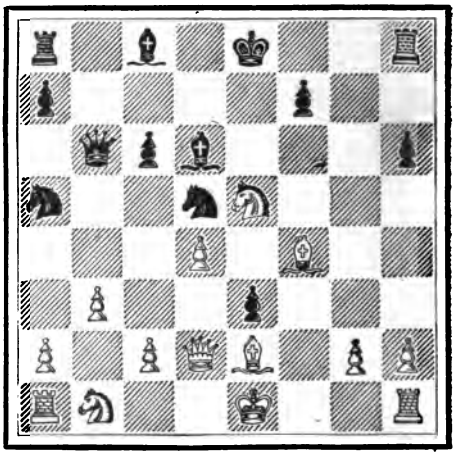

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1. Col. 1.—Much better than Kt—KB3, which seems to have been assumed, hitherto, as the only move for White.

2. Col. 1.—We see no other way of pursuing the attack for Black, since, if White be allowed to play P—Q3, his position will be perfectly safe, and he may even castle on the King's side afterward without any danger.

3. Col. 1.—Continued: 13....B—Q3; 14 Q—K2, 14 O—O; 15 P—Q3, 15 P×P; 16 Q×Q, 16 B×Q; 17 P×P. White is a P ahead, and after bringing out his B to K3 he may castle on the Q side or even play K—K2 and his two Bishops and the extra P on the Q side secure him the advantage.

---

4. Col. 2.—If 10 Kt—K5, 10 Q—Q5, etc.

5. Col. 2.—From the German *Handbuch*.

---

6. Col. 3.—Continued: 16 Q—K2, 16 B—R3; 17 Q×B (after 17 P—Kt5, 17 P×P; 18 Q×Kt, 18 P×B; 19 Kt—K2, 19 Kt—B5; 20 R—B sq., 20 Q—K2; Black has also an irresistible attack), 17 Q—B7 ch.; 18 K—Q sq., 18 KR—Q sq.; 19 K—B2, 19 Kt—K6 ch.; 20 K—Kt2, 20 Kt (K6)—B5 ch.; 21 K—B2, 21 Q—B8, and wins.

---

7. Col. 4.—10....Q—B2 may also be played here, and is likely to lead, by a transposition of moves, to the variations in Col. 5.

---

8. Col. 5.—Black also gets here the best of the game, by 12....P×P *e. p.*; 13 Kt×P, 13 B—KKt5; as recommended by the Rev. W. Wayte. This variation might be continued 14 QKt—Q2, 14 O—O, 14 K—B2 (if 15 O—O, 15 Kt—Q4, etc.); 15 QR—K sq., followed by P—QB4, with an excellent attack.

9. Col. 5.—Continued: 16 P—Kt6 (or 16 P×B, 16 P×P; 17 QB×P, 17 Q×P+); 16....B×RP ch.; 17 K—R sq., 17 R—Kt2; 18 P×P ch., 18 K—B sq.; 19 B×P, 19 B—B5; 20 B×R ch., 20 K×B; 21 P—KKt3, 21 B—Q3; 22 B—Kt6, 22 K×B; 23 P Queens, 23 Q—R2 ch., and wins.

---

10. Col. 6.—Continued 13 Kt—R3, 13 Q×RP; 14 P—Kt5, 14 Kt—Q sq.; 15 Q—K2, 15 Q—K3; 16 P×P, 16 Kt×P; 17 Q—R6, 17 B—B4+.

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1	2	3	4	5	6
P—K4 / P—K4	KKt—B3 / QKt—B3	B—B4 / Kt—B3	Kt—Kt5 / P—Q4	P×P / QKt—R4	B—Kt5 ch. / P—B3

7	8	9	10	11	12
7 P×P / P×P					
8 B—K2 / P—KR3					
9 KKt—B3 / P—K5					
10 Kt—K5 / B—Q3		10 / Q—Q5			
11 Kt—B4 / Kt×Kt	11 Kt—Kt4 / Kt×Kt	11 P—KB4! / KB—QB4			11 / P—Kt4
12 B×Kt / Kt—Kt5	12 B×Kt / Q—R5	12 R—B sq. / Q—Q sq!	12 / P—Kt4	12 / Kt—Kt2 **20**	12 P—B3 / Q—Q4
13 Q—K2 / O—O	13 B×B / R×B	13 P—B3 / Kt—Q4 **14**	13 P—B3 **17** / Q—Q4	13 P—B3 / Q—Q3	13 P—Q4 / P×P e. p.
14 P—KR3 / Q—R5 **11**	14 Q—K2 / O—O	14 P—Q4 **15** / Q—R5 ch.	14 P—Q4 **18** / P×P e. p.	14 P—QKt4 / B—Kt3	14 Q×P / Q—K3 **24**
15 P—KKt3 / B×P D	15 Kt—B3 **13** / QR—K sq.	15 K—Q2 **16** / B×P D	15 B—B3 / Q—K3	15 P—QR4! **21** / P—QR4 **22**	15 Kt—B3 / P×P
16 P×B / Q×P ch.	16 P—QKt3 / P—KB4+	16 P×B / P—K6 ch.	16 P—QKt4 / Kt—B5	16 P—Kt5+ **23**	16 B×P / Kt—Q4
17 K—B sq. / Kt—K4 **12**		17 K—B2— / Kt-Kt5 ch.—	17 P×B+ **19**		17 B—Q2+ **25**

Column 7. Move 15....B×P.

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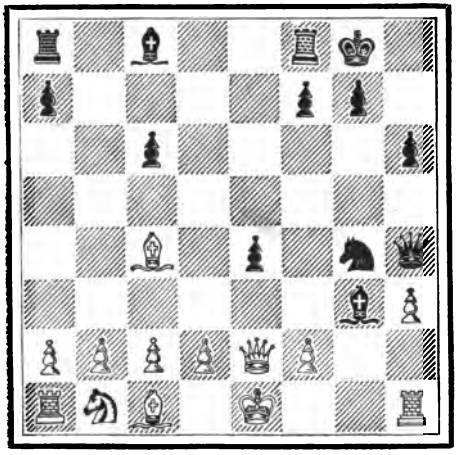

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Column 9. Move 15....B×P.

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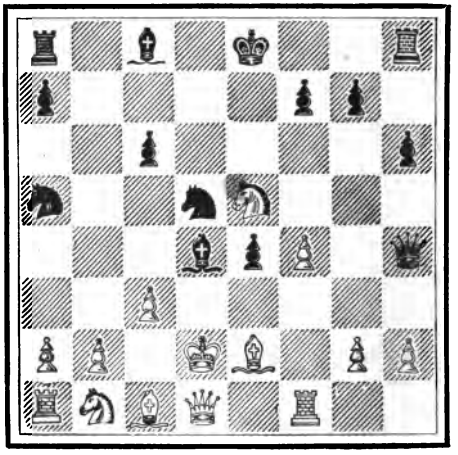

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11. Col. 7.—Threatening Kt×P, followed by B—Kt6.

12. Col. 7.—Continued: 18 Q×P, 18 B×P ch ; 19 R×B, 19 Q×R ch.; 20 K moves, 20 QR—K sq., and wins.

---

13. Col. 8.—Or 15 P—KKt3, 15 Q—R6, 16 Q—B sq., 16 Q—K3 ; 17 Q—K2, 17 Kt—B5 ; 18 O—O, 18 Kt—K4 ; 19 Q×P, 19 P—KB4 ; 20 Q—K3, 20 P—B5 ; 21 P×P, 21 R×P ; 22 Q×R, 22 Q—R6 ; 23 P—KB3, 23 R—KB sq.; 24 Q—K4, 24 Kt×P ch.; 25 R×Kt, 25 R×R, and wins.

---

14. Col. 9.—An attempt at a similar attack by 13....Kt—Kt5 can be defeated by 14 Q—R4, 14 Q—R5 ch.; 15 P—Kt3, 15 Q×RP; 16 Q×KP, etc.

15. Col. 9.—Or 14 P—QKt4, 14 Q—R5 ch.; 15 P—Kt3, 15 Q×RP; 16 P×B, 16 Q×P ch.; 17 R—B2, 17 Kt×KBP; 18 Q—R4, 18 Kt—R6; 19 Q×Kt, 19 Kt×R+.

16. Col. 9.—Obviously 15 P—Kt3, 15 Q×RP ; 16 P×B, 16 Q×P ch.; 17 K—Q2 is worse, if only on the ground of 17....Kt—K6 ; 18 Q—K sq., 18 Kt×R ch.; 19 Q×Kt, 19 B—R6, and White cannot prevent Q×P ch. and Q×Kt.

---

17. Col. 10.—Or 13 P×P, 13 P×P; 14 R×Kt, 14 Q×Kt+.

18. Col. 10.—Better than 14 P—QKt4, 14 P×P ; 15 Kt—Kt4, 15 B×Kt ; 16 B×B, 16 Q—Kt4, with a fine attack.

19. Col. 10.—Continued : 17....Kt×Kt : 18 P×Kt, 18 Q×P ch.; 19 K—B2, etc.

---

20. Col. 11.—The order of this and the next two moves of Black may be transposed and White will proceed in the same way as in the text.

21. Col. 11.—We consider this stronger than 15 Q—R4, to which Black replies 15....Kt—Q sq., and White has only obstructed the forwarding of Pawns on the Queens' side where he has obtained the superiority.

22. Col. 11.—There seems nothing better. If P—QR3, White replies QKt—R3.

23. Col. 11.—If 16....P×P ; 17 B×P ch., and if 16....P—B4, 17 QKt—R3, etc.

---

24. Col. 12.—Clearly 14....Q×Q ; 15 B×Q, followed by P×P, also loses for Black.

25. Col. 12.—Black has hardly anything better than 17....KB—Kt2 in order to prevent Kt—Q4, whereupon White castles and afterwards develops the QKt at R3. Or if 17....B—Q3, 18 P—QKt4, 18 Kt—Kt2 ; 19 Kt—R3+.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—B4 / Kt—B3	4 Kt—Kt5 / P—Q4	5 P×P / QKt—R4	
13	**14**	**15**	**16**	**17**	**18**
6 B—Kt5 ch. / P—B3				6 P—Q3? / P—KR3 **33**	6 KB—QB4
7 P×P / P×P				7 Kt—B3 / P—K5 **34**	7 O—O / O—O
8 B—K2 / P—KR3		8 Q—B3? / Q—B2		8 Q—K2 / Kt×B	8 Q—K sq. / Kt×B
9 Kt—B3 / P—K5	9 B—Q3	9 B—R4 **31** / B—Q3	9 QKt—B3 / QB—KKt5	9 P×Kt / KB—QB4 **35**	9 P×Kt / P—KR3
10 Kt—K5 / Q—Q5	10 P—Q4 / P—K5	10 P—Q3 / O—O	10 Kt—Q5 / Kt×Kt	10 P—KR3 / O—O	10 Kt—K4 / Kt×Kt
11 Kt—Kt4? / B×Kt	11 KKt—Q2 / Q—B2	11 O—O / P—KR3	11 Q×Kt / R—Q sq.	11 Kt—R2 / P—K6 D	11 Q×Kt / Q—K2
12 B×B / P—K6	12 QKt—B3 **29** / P—K6 **30**	12 Kt—K4 / Kt×Kt	12 Q—K4 / P—KB4	12 B×P / B×B!	12 B—K3 / B×B
13 B—B3 / P×BP ch.	13 Kt—B3 / P×P ch.	13 P×Kt / P—KB4+	13 Q—K3 / P×B	13 P×B / Kt—K5 **36**	13 P×B / P—KB4
14 K—B sq. / O—O—O	14 K×P / Kt—Kt5 ch.		14 Kt—K6 / Q×P	14 Kt—B sq. / Q—R5 ch.	14 Q—Q3+
15 P—B3 **26** / Q—Q6 ch. D	15 K—Kt sq.+		15 O—O / Kt—B5	15 P—Kt3 / Q—B3	
16 Q—K2 **27** / B—B4			16 Q×RP / R—Q2+ **32**	16 P—B3 / B—B4+	
17 Q×Q / R×Q+ **28**					

Column 13. Move 15....Q—Q6 ch.

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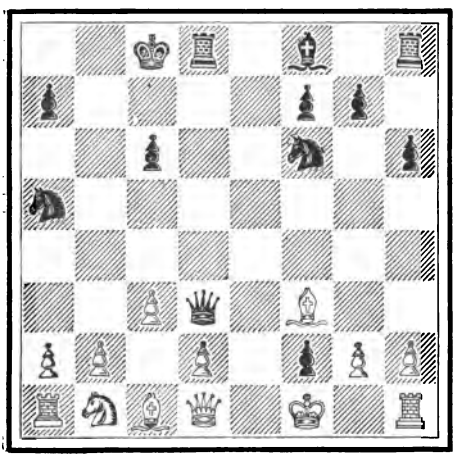

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Column 17. Move 11....P—K6.

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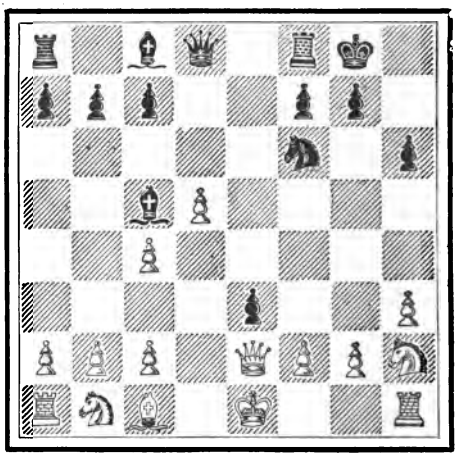

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26. Col. 13.—This and the next move on both sides may be transposed in their order.

27. Col 13.—Or 16 B—K2, 16 Q—Kt3 ; 17 P—Q4, 17 P—B4+.

28. Col. 13.—Continued 18 P—QKt4, 18 R—K sq.; 19 B—K2, 19 R—Q3; 20 P×B (if 20 P—Q4, 20 Q R—K3; 21 B—R6 ch., 21 Kt—Kt2!; 22 K×P, otherwise Black plays Kt—Kt5, etc., 22 Kt—K5 ch. 23 K—Kt sq., 23 B—Kt3 ; 24 B—Kt2, 24 R—KB3 ; followed by Kt—B7, and wins). 20....QR —K3 ; 21 B—R6 ch., 21 K—B2 ; 22 K×P, 22 Kt—K5 ch.; 23 K—Kt sq., 23 Kt×P at QB4 ; 24 B—B sq., 24 R—K8; 25 B—Kt2 (or 25 B—R3, 25 Kt—Q6; 26 P—KKt3, 26 KR—K7; followed by R—B7 and wins) ; 25 Kt—Q6, threatening R×B ch., and to mate next move, and Black ought to win.

---

29. Col. 14.—12 Kt—KB sq. is also a good move.

30. Col. 14.—If 12. . .QB—KB4 ; 13 Kt—KB sq., followed by Kt—Kt3, with an excellent game.

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31. Col. 15.—If 9 P—KR3, 9 P—KR3 ; 10 Kt—K4, 10 Kt×Kt ; 11 Q×Kt, 11 P—KB4+. The main variation is from the German *Handbuch*.

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32. Col. 16.—Continued 17 Q—Kt8 ch., 17 K—B2 ; 18 Kt—Kt5 ch., 18 K—B3.

---

33. Col. 17.—If 6....Kt×P ; 7 Q—B3, 7 B—K3 ; 8 Kt×B, 8 P×Kt ; 9 Q—R5 ch.+.

34. Col. 17.—7....QB—KKt5 as played by Mongredien against Morphy is much inferior. For after 8 P—KR,3 8 B×Kt ; 9 Q×B, as actually occurred, 9....P—K5 ; 10 Q—K2 leaves Black with the much inferior game as besides his being unable to recover the P, the other side has exchanged the Kt, the protection of which causes him much trouble in one leading variation.

35. Col. 17.—9....B—K2 ; 10 KKt—Q2, 10 QB—KB4 ; 11 P—KB3, is much in White's favor.

36. Col. 17.—The variation, so far, is suggested by Lowenthal, who recommends here 14 O—O and after 14....Kt—Kt6 ; 15 Q—B3, 15 Kt×R ; 16 Kt×Kt, dismisses the game in favor of White on the ground that he has two Pawns for the exchange, but as one of them is doubled and another can be immediately prevented from advancing by 16....P—KB4, we totally disagree with that conclusion and would decidedly declare the game to be in Black's favor.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—B4 / Kt—B3	4 Kt—Kt5 / P—Q4	5 P×P / Kt×P	6 Kt×BP / K×Kt
19	**20**	**21**	**22**	**23**	**24**
7 Q—B3 ch. / K—K3					
8 Kt—B3 / Kt—Kt5					
9 Q—K4 / P—QKt4 !				9 / P—B3	9 P—QR3 **46** / Kt×P ch.
10 B—Kt3 / P—B4	P-R3 now? R.E.	10 Kt×P / P—B3	10 B×P / B—R3	10 P—QR3 / Kt—R3 **43**	10 K—Q sq. / Kt—Q5
11 P—Q3 / B—Kt2	11 Kt×P / B—R3	11 Kt—B3 / B—R3	11 B—R4 **42** / KKt—B3	11 P—Q4 / Q—Q3	11 B×Kt ch. / K—Q3
12 P—KB4 **37** / P—B5	12 P—QR4 / R—B sq.	12 B—Kt3 / Q—Kt3	12 B—Kt3 ch. / K—Q3	12 P—B4 **44** / P—QKt4	12 Q—B7 / K—B4
13 P×BP / Kt×Kt D	13 Kt×P **40** / P—B5	13 P—QR3 **41** / Kt—Q6 ch. + D	13 Q—K3 / P—QB4	13 B—Kt3+ **45**	13 Kt—R4 ch. / K—Kt4
14 Q×P ch. **38** / K—Q2	14 Kt×R / Q×Kt		14 P—Q3 / Kt—QB3+		14 B—Kt3 / K—R3+ Q
15 P×Kt / B×P	15 B—R2 / Kt—KB3+				
16 Q—Q4 ch. / K—B2					
17 Q×Q ch. / R×Q+ **39**					

Column 19. Move 13....Kt×Kt.

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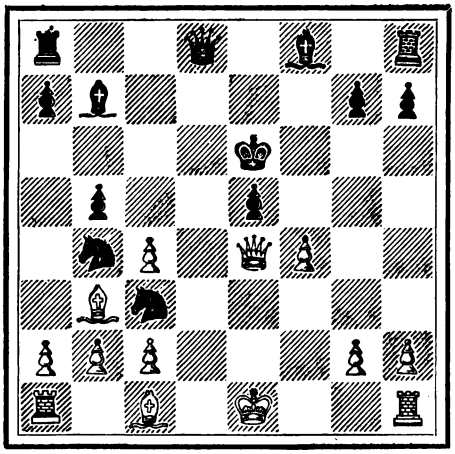

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Column 21. Move 13....Kt—Q6 ch.

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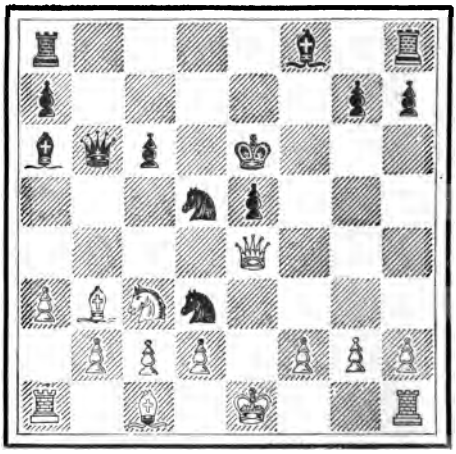

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37. Col. 19.—Or 12 Kt×P, 12 Q—Q2; 13 Kt—B3, 13 K—Q3+.

38. Col. 19.—Or 14 P×P dis. ch., 14 Kt (B6)—Q4; 15 P—QB3 (if 15 P—QR3, 15 Kt×P ch., with a piece ahead and a good game); 15....Q—Kt3; 16 P×Kt (16 Q×P ch. is worse, for after 16.... K—B2 Black threatens R—K sq.); 16....Q—Q5, and should win.

39. Col. 19.—Continued: 18 KR—Kt sq., 18 P×P; 19 R×B (if 19 B—R4, 19 B—B3 and wins), 19 P ×B; 20 P×Kt, 20 B×P ch., 20 K—Bsq.; B—B 6, and wins.

---

40. Col. 20.—If 13 P—Q3, 13 Q—R4, threatening B×Kt+. Or 13 Kt—R3, 13 Q—B3+.

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41. Col. 21.—Against any other move Black plays Q—Q5.

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42. Col. 22.—Or 11 B×B, 11 Kt×B; 12 P—Q4, 12 Kt×Kt; 13 Q×P ch., 13 K—B2; 14 P×Kt, 14 Q—K sq+.

---

43. Col. 23.—Cordel in *Fuhrer Durch Die Schachtheorie* suggests if 10....Q—QR4; 11 P×Kt, 11 Q× R; 12 O—O, 12 B—Q3; 13 P—Q4, with a fine attack.

44. Col. 23.—Stronger than 12 QB—B4, 12 K—Q2!; and if 13 B×P, 13 Kt×Kt, or if 13 Kt×Kt, 13 P×B, etc.

45. Col. 23.—Continued: 13....B—Kt2; 14 BP×P, 14 Q—Q2; 15 O—O, 15 K—K2 (White threatens to cut off that escape by B—KKt5); 16 B—Kt5 ch., 16 K—K sq.; 17 P—K6, 17 Q—Q3; 18 B× Kt, 18 P×B; 19 Q—B5+.

---

46. Col. 24.—9 P—Q4 may be treated in a similar manner, namely: by 9....Kt×P ch.; 10 K—Q sq., 10 Kt×P; 11 B×Kt ch., 11 K—Q3; 12 Q—B7, 12 K—B4, etc.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—B4 / Kt—B3	4 Kt—Kt5		
25	**26**	**27**	**28**	**29**	**30**
4 P—Q4				4 Kt×P	
5 P×P / Kt×P				5 B×P ch. / K—K2	
6 Kt×BP / K×Kt		6 Q—R5 / P—KKt3 **51**		6 P—Q3 / Kt—B3	6 P—Q4 / P—KR3 **56**
7 Q—B3 ch. / K—K3		7 Q—B3 / Q×Kt	7 P—KB3	7 B—Kt3 / P—Q4	7 Kt×Kt / K×B
8 Kt—B3 / Kt—K2		8 B×Kt / Kt—Q sq. **52**	8 Kt×RP **53** / Kt—Q5	8 P—KB4 / B—Kt5	8 P—Q5 / Kt—K2
9 P—Q4 / P—B3 **47**		9 Kt—B3 / Q—K2	9 Q×Kt / Q×Q	9 Q—Q2 / K—Q2	9 Q—R5 ch. / P—Kt3
10 QB—KKt5 / P—KR3!		10 P—Q3 / B—Kt2	10 Kt×P ch. / K—Q sq.	10 Kt—B7 / Q—K sq.	10 Q×KP / B—Kt2
11 B—R4 **48** / P—KKt4	11 QB×Kt / B×B	11 Kt—K4 / P—KR3	11 Kt×Q / Kt×P ch.	11 Kt×R / P×P ch.	11 Q—B4 ch. / K—Kt sq.
12 B—Kt3 • / B—Kt2 **49**	12 O—O—O / B—Kt4 ch.	12 Q—Kt3— / Kt—K3—	12 K—Q sq. / Kt×R	12 K—B sq. / Kt—Q5	12 QKt—B3+ **57**
13 P×P / B×P	13 K—Kt sq. / R—B sq.		13 Kt—K3 / KB—QB4	13 Kt—B3 / KB—QB4+D **55**	
14 Q—K2 / Q—B2	14 Q—K4 / R—B5		14 QKt—R3+ **54**		
15 O—O / R—B sq.	15 Q×P ch. / K—B2				
16 KR—K sq. / R—B4	16 Kt×Kt / P×Kt				
17 Q—R5+ D	17 B×P ch. / K—B sq.				
	18 B—Kt3!+ **50**				

Column 25. Move 17. Q—R5.

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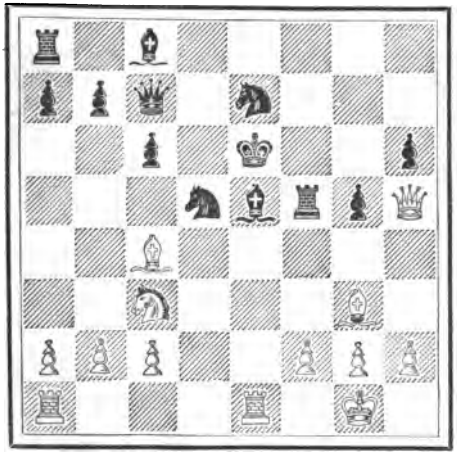

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Column 29. Move 13....B—QB4.

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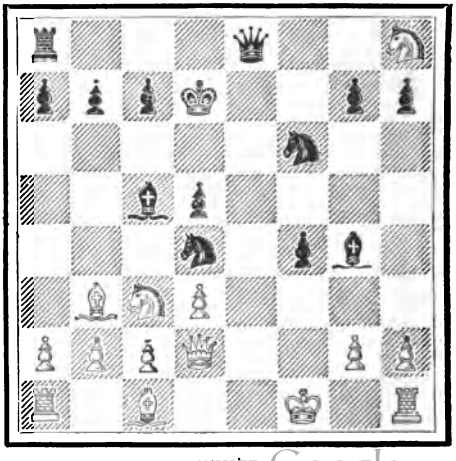

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47. Col. 25.—Best. If 9....P×P ; 10 Kt×Kt, followed by Q—K4 ch., wins.

48. Col. 25.—An excellent move suggested by the Rev. W. Wayte.

49. Col. 25.—If 12....P×P ; 13 O—O—O, 13 P×Kt ; 14 KR—K sq. ch., 14 K—Q2 ; 15 B×Kt, 15 P ×B ; 16 R×P ch., 16 K—K sq.; 17 Q—R5 mate.

---

50. Col. 26.—Salvioli quotes the following continuation from Allgaier: 18....R—B4 (if 18....R×BP ; 19 Q—QB5 ch., 19 Q—K2;—for if B—K2 the reply, Q—B4 wins— 20 Q—Q5, 20 R—B2; 21 QR—K sq., 21 Q—B2 ; 22 KR—B sq., 22 B—B3 ; 23 Q—K4, 23....R—K2 ; 24 Q—R7, 24 K—K sq.; 25 Q—Kt8 ch., 25 K—Q2; 26 B—R4 ch., 26 K—Q3 ; 27 R×B ch., 27 P×R ; 28 Q—KKt3 ch., 28 K—Q4 ; 29 Q—B3 ch., 29 K×P (or 29 K—Q3; 30 Q—QR3 ch.+), 30 Q—Q3 ch., 30 K—B4 ; 31 Q—Kt5 ch., 31 K—Q5 (or K—Q3, 32 R—Q sq. ch. and Q—Q5 mate); P—B3 ch., and wins) ; 19 Q—K4, 19 Q—B2, and now in the illustrative game given by Allgaier, White played Q—Q3, but we believe he can win at once by QR—K sq., followed by P—Kt4 and Q—R7.

---

51. Col. 27.—If 6....Q—Q2, White obviously wins a P at once by Kt×BP or Q×BP ch.

52. Col 27.—8....Kt—Q5 would lose on account of 9 Q×P ch., 9 K—Q sq.; 10 P—KR4, 10 Q—Kt5 (or 10....Q—K2; 11 Q×Q ch., 11 B×Q; 12 K—Q sq.); 11 Q—B6 ch., 11 K—Q2; 12 Kt—B3, and wins.

---

53. Col. 28.—8 B×Kt, 8 Kt—Q5; 9 B—B7 ch., 9 K—K2; 10 Q—R3 ch., 10 K—Q2; 11 Q—Q3, 11 P×Kt; 12 P—B3, 12 K—K2 will, we believe, give White no advantage, albeit he can win a P by 13 P×Kt, 13 K×B; 14 Q—B3 ch., for after 14....K—Kt sq., White's game is in such an undeveloped state that he cannot long maintain his material superiority.

54. Col. 28.—White will catch the imprisoned Kt by P—QKt3, and B—Kt2.

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55. Col. 29.—This ingenious variation was published by Zukertort in theCity of London *Chess Magazine*. White has no good defence. If, for instance, 14 Q—K sq., 14 Q—R4; 15 QB×P, 15 R—K sq.; 16 Q—Q2, 16 B—K7 ch.; 17 Kt×B, 17 R×Kt, and wins.

---

56. Col. 30.—6....P×P is fatal on account of 7 B—Q5, and if 7....Kt—B3 ; 8 Q—K2 ch. Again, if 6....Kt×P ; 7 P—QB3, 7 QKt—B3 ; 8 B—Q5, and wins.

57. Col. 30.—This variation is given by Staunton.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—B4 / Kt—B3	4 Kt—Kt5	
31		**33**	**34**	**35**	**36**
4 Kt×P			4 P—Q4		
5 Kt×BP / Q—R5			5 P×P / Kt×P		
6 O—O / B—B4	6 Q—K2? / Kt—Q5	6 R—B sq? / B—B4	6 P—Q4! / P×P **65**	6 P—KR3	6 B—K2
7 P—Q4 / QKt×P **58**	7 P—KKt3 / Kt×Q	7 P—KKt3 / Q×RP	7 O—O / B—K3	7 Q—B3 / P×Kt	7 Kt×BP / K×Kt
8 B—K3! **59** / P—Q4 **60**	8 P×Q / QKt—Q5!	8 Q—K2 **62** / Kt×KtP	8 R—K sq. **66** / Q—Q2	8 B×Kt / P—KB3	8 Q—B3 ch. / K—K3
9 Kt×P / P×B	9 Kt×R / Kt×P ch.	9 P×Kt / Q×P ch.	9 Kt×BP D / K×Kt **67**	9 B×Kt ch. / P×B	9 Kt—B3 / Kt—Kt5
10 B×Kt / O—O	10 K—K2 / Kt×R+ **61**	10 K—Q sq. / R—B sq.	10 Q—B3 ch. + **68**	10 Q×QBP ch. / B—Q2	10 Q—K4 / P—B3
11 B×B / Kt×B		11 Q—R5 **63** / P—Q4 D **64**		11 Q—K4+	11 P—QR3 / Kt—R3
12 Q—Q5 ch. / Kt—K3		12 Kt—Q6 D'ble ch. / K—K2			12 Q×P ch. **69** / K—B2
13 Q×P(QB5) / Q—B3		13 Kt×B ch. / QR×Kt			13 Kt×Kt / P×Kt
14 Kt—Q3+		14 R×R / R×R+			14 B×P ch. / K—B sq. **70**

Column 33. Move 11....P—Q4.

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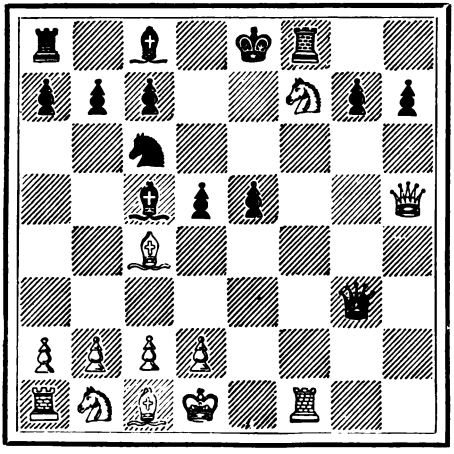

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Column 34. Move 9. Kt×BP.

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WHITE.

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58. Col. 31.—Or 7....B×P ; 8 B—K3, 8 B×P? ; 9 Kt×R, 9 B×R; 10 Q—Q5, and wins.

59. Col. 31.—Stronger and more simple than 8 Kt×R, 8 P—Q4; 9 B—K2! (if 9 B×P, 9 QB—KKt5, followed by Kt—B6 ch., and wins); 9....QKt×QBP ; 10 B—Kt5 ch., 10 P—B3 ; 11 Q×Kt, 11 P×B, and Black has still a strong attack. If, however, 8 P—QB3,? 8 Kt×KBP ; 9 R×Kt, 9 Kt—K3 and wins.

60. Col. 31—If 8....Kt—Q3 ; 9 Kt×R, 9 Kt×B; 10 B×Kt, 10 B×B (or 10....Q×B ; 11 Q—R5 ch.+) ; 11 P—QB3, 11 B—Kt3 ; 12 Q—Q5, 12 Kt—Q3 ; 13 Q—Kt8 ch.+

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61. Col. 32.—This variation is quoted from the *Handbuch*.

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62. Col. 33.—If 8 Kt×R, 8 B×P ch.; 9 K—K2, 9 Q—R4 ch.; 10 K—Q3, 10 Kt—QKt5 mate.

63. Col. 33.—Black threatens P—Q4 followed by B—KKt5. If 11 R—B3, 11 Q—R5 ; 12 Kt×P, 12 Q—R8 ch. and wins.

64. Col. 33.—Or 12 Kt×P dis. ch., 12 P—KKt3 ; 13 R×R ch., 13 B×R ; 14 Q×RP, 14 Kt×Kt+.

---

65. Col. 34.—If 6....Kt×P ; 7 P—QB3, 7 P—KR3; 8 Kt×BP, 8 K×Kt; 9 P×Kt+.

66. Col. 34.—Threatening 9 R×B ch., 9 P×R ; 10 Kt×KP, 10 Q—Q2; 11 B×Kt, and wins.

67. Col. 34.—Of course, if Q—Kt, White answers B×Kt.

68. Col. 34.—For if K—Kt sq., White answers R×B. 10....K—Kt3 subjects him to mate at once by R×B ch., followed by B—Q3, and if 10....K—K sq.; 11 B×Kt, etc.

---

69. Col. 36.—Better than 12 B—KB4, 12 Kt—B2 ; 13 B×P, 13 K—B2 ; 14 QB×Kt, 14 Q×B; 15 Kt×Kt, 15 P×Kt; 16 Q×P ch., 16 K—Kt3. Again, if 12 P—KB4, 12 Kt—B2; 13 BP×P, 13 K—B2, and Black escapes.

70. Col. 36.—We quote this variation from Salvioli, and we would now continue 15 Q—R5, 15 Q—K sq. (if 15....P—KKt3 ; 16 Q—K5, etc.); 16 Q—B3 ch., 16 B—B3 dis. ch.; 17 B—K3, with three Pawns for the piece and a fine attack.

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	1 P—K4 / P—K4		2 KKt—B3 / QKt—B3		3 B—B4 / Kt—B3
37	**38**	**39**	**40**	**41**	**42**
4 P—Q4 / P×P					4 O—O / Kt×P
5 O—O / Kt×P				5 P—K5 / P—Q4	5 P—Q4 / P—Q4
6 R—K sq. / P—Q4		6 / B—K2 **77**		6 KB—QKt5 / Kt—K5	6 Q—K2 / QB—KKt5
7 B×P / Q×B		7 R×Kt / P—Q4		7 Kt×P **81** / B—Q2	7 P×P / QKt×P
8 Kt—B3 / Q—Q sq. !	8 / Q—B5	8 B×P / Q×B	8 R×B ch. / Kt×R	8 B×Kt / P×B	8 Kt—B3 / Kt×B
9 R×Kt ch. **71** / B—K2	9 Kt×Kt! **73** / B—K3	9 Kt—B3 / Q—B5	9 B—Kt3 / P—QB4	9 O—O / P—QB4	9 Kt×Kt / B—K2+ **82**
10 Kt×P / P—KB4	10 P—QKt3 **74** / Q—Q4	10 Kt×P / P—KB4	10 P—B3 / P×P	10 KKt—B3 / B—K3	
11 R—B4 / O—O	11 B—Kt5 / B—K2 **75**	11 Kt×Kt / P×R	11 Kt×P / P—Q5	11 Q—K2 / P—QB3	
12 Kt×Kt / Q×Q ch.	12 B×B / K×B	12 Kt×B / K×Kt	12 Kt—K4 / Q—B2 **79**	12 P—QB3— / B—K2—	
13 Kt×Q— / P×Kt— **72**	13 Q—B sq. / QR—K sq.	13 B—Kt5 ch. / K—B2	13 B—R4 ch. / K—B sq.		
	14 Q—R3 ch.— / K—Q sq.—**76**	14 Q—R5 ch. / P—Kt3	14 QB—KKt5+D **80**		
		15 Q—R4 D **78**			

Column 39. Move 15. Q—R4.

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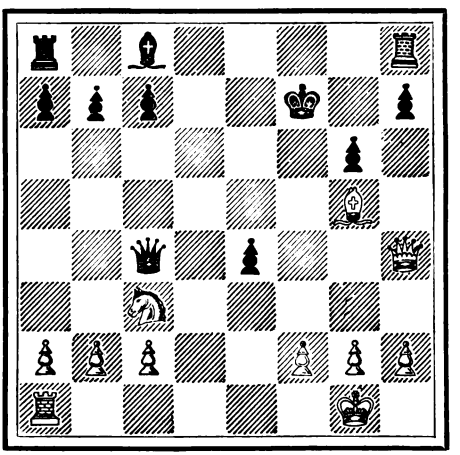

WHITE.

Column 40. Move 14. QB—KKt5.

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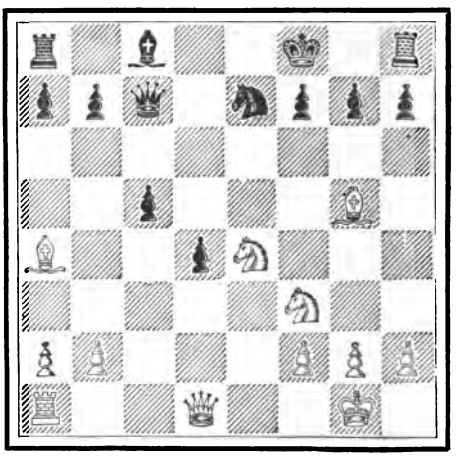

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71. Col. 37.—Or 9 Kt×Kt, 9 B—K2 ; 10 B—Kt5, 10 P—KB3+. For White will not get enough for any attempt at sacrificing a piece, *e. g.*; 11 Kt×P ch., 11 P×Kt ; 12 B×P, 12 R—B sq.; 13 B×B 13 Kt×B ; 14 Kt—K5, 14 R—B4, and ought to win.

72. Col. 37.—The main column is quoted from the *Handbuch*. The continuation might be: 14 R—QB4' 14 P—B4; 15 B—B4, 15 B—K3 ; 16 R—B3, 16 B—Q3 ; 17 B×B, 17 P×B. In this position we slightly prefer White, though by best play on the part of Black a draw ought to be the result.

---

73. Col. 38.—After 9 R×Kt ch., 9 B—K3 ; Black maintains his P with the better game. For if 10 Kt× P, 10 O—O—O ; 11 B—K3, 11 B—B4, etc.

74. Col. 38.—If 10 B—Kt5, 10 B—Kt5 ; 11 P—B3, 11 P×P ; 12 P×P, 12 B—Q4+.

75. Col. 38.—The *Lipschutz Appendix* to *Gossip's Manual* points out that if 11....KB—QB4; 12 P—QB4, and wins; for if 12....P×P *e. p.*, then 13 Kt—B6 ch., followed by Q×Q. Or if 12....Q—KB4 ; 13 Kt—R4, 13 Q—Kt5 ; 14 Kt—B6 ch., and again wins the Q. Otherwise Black obviously loses the KB.

76. Col. 38.—The game ought to end in a draw by best play. After 15 P—QB4, 15 Q—KR4 ; 16 QR —Q sq., White recovers the P with an even game.

---

77. Col. 39.—An innovation by Schallopp.

78. Col. 39.—Black's position is, no doubt, difficult to defend, but we think that the continuation 15 ....P—KR3 ; 16 Kt×P, 16 B—K3 ; 17 B—B6, 17 R—R2, ought to give Black the best of the game.

---

79. Col. 40.—Some authorities dismiss the game here as even.

80. Col. 40.—White threatens R—QB sq., followed by Q×P or Kt×P.

---

81. Col. 41.—Or 7 O—O, 7 B—Q2; etc. But not good for Black is 7....QB—KKt5 ; 8 Q×P, 8 B× Kt (or 8....KB—QB4 ; 9 Q—R4, 9 B—Q2 sq.; 10 P—B4, 10 P—QR3 ; 11 P×P, 11 P×B ; 12 Q—B2, 12 B—B4.—If 12....Kt—K2; 13 Q×Kt, 13 B—B4; 14 Q—K2+;—13 P×Kt, 13 P×P; 14 P—QKt4+) ; 9 P×B, 9 Kt—Kt4 ; 10 Q—B3+.

---

82. Col. 42.—9....P×Kt ; 10 Q×Kt, 10 B×Kt (or 10....P×Kt; 11 Q×B, 11 P×P ; 12 R—K sq. ch., etc.) ; 11 P×B, 11 P×P ; 12 Q—K4 ch., is in White's favor,

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—B4 / Kt—B3	4 Kt—Kt5 / P—Q4	5 P×P / QKt—R4	6 B—Kt5 ch. / P—B3

Game 1.

Dufresne.

ANDERSSEN
S——

7 P×P / P×P
8 B—K2 / P—KR3
9 Kt—B3 / P—K5 **1**
10 Kt—K5 / Q—Q5
11 P—KB4 / KB—B4
12 R—B sq. / Kt—Kt2 **2**
13 P—B3 / Q—Q3
14 Q—R4 / B—Q2 **3**
15 P—QKt4 / B—Kt3
16 Kt—R3 / O—O
17 QKt—B4 / Q—B2
18 B—QR3 / Kt—Q4
18 KKt×QB / Q×Kt
20 Kt—K5 / Q—K2
21 P—Kt5 / Q—R4 ch. **4**
22 P—Kt3 / Q×RP
23 B×R / Q×KtP ch.
24 K—Q sq. / Kt×BPch. D **5**
25 P×Kt / Q×QBP
26 B—K7 / B—K6 **6**
27 Kt—B4 / P×P **7**
28 Q—R3 / Q×R ch. **8**
29 K—B2 & wins. **9**

Game 2.

Dufresne.

DUFRESNE
Von der LASA.

8 B—R4 / P—KR3
9 KKt—B3 / P—K5
10 Q—K2 / B—K3 **10**
11 Kt—K5 / Q—Q5
12 B×P ch. / Kt×B
13 Q—Kt5 / KB—QB4 **11**
14 Q×Kt ch. / K—K2
15 Q—Kt7 ch. / K—Q3? D
16 P—KB4 / Q—B7 ch. **12**
17 K—Q sq. / Q×BP **13**
18 Q—B6 ch. / K×Kt
19 P—Q4 ch. and wins.

Game 3.

Salvioli.

MORTIMER
ST. BON.

8 Q—B3 / P×B
9 Q×R / Kt—Kt2
10 Q×P / KB—QB4
11 Q—R6 / O—O
12 Q×P / P—KR3
13 KKt—B3 **14** / P—K5
14 Kt—Kt sq. / Q—Q5
15 Q—K2 / QB—KKt5
16 Q—K3 / Q—Q4
17 Q—KKt3 **15** / B×P ch. D **16**
18 Q×B **17** / P—K6
19 Q—Kt3 / P×P ch.
20 B×P / R—K sq. ch.
21 K—B sq. / Q—Kt4ch. **18**
22 Q—Q3 / Q×P
23 Q—B3 / Q—Kt4 ch.
24 Q—Q3 **19** / Q—K4
25 QKt—B3 / Kt—B4
26 Q—B4 **20** / QKt—K5
27 B—K sq. / Q—B4 ch.
28 Kt—B3 / B×Kt and wins. **21**

Game 4.

Salvioli.

HIRSCHFELD
KOLISCH.

8 B—K2 / P—KR3
9 KKt—B3 / P—K5
10 Kt—K5 / Q—Q5
11 P—KB4 / KB—QB4
12 R—B sq. / Q—Q3 **22**
13 P—B3 / Kt—Kt2
14 Q—R4 / Kt—Q sq.
15 P—QKt4 / B—Kt3
16 Kt—R3 / B—K3
17 QKt—B4 / B×Kt
18 B×B / O—O
19 B—R3 / Kt—Q4
20 P—Kt5 / P—QB4
21 P—Kt3 / K—R2
22 O—O—O / P—B4
23 Q—Kt3 / KKt—KB3
24 P—Q4 / Q—B2
25 B—K6 / P—Kt3
26 P—Kt4 / Kt×B **23**
27 Q×Kt / P×KtP
28 P—B5 / P—Kt4
29 P×P / QR—QBsq. **24**
30 R—Q7 ch. D **25** / Kt×R
31 Q—Kt6 ch. / K—R sq.
32 Q×P ch. / K—Kt sq.
33 Q×P ch. / K—R sq.

Game 4—Cont'd.

34 Q—R5 ch. / K—Kt2
35 Q×P ch. / K—B3
36 Q—Kt6 ch. / K×Kt
37 Q—Kt7 ch. **26** / R—B3

White mates in six moves. **27**

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Anderssen v. S———.

1. Game 1.—In our Col. 1 we recommend here KKt—R3. The Kt on that square is merely threatened with an exchange for a B, which we believe is favorable for the first player. The doubling of his KRP amounts to little in view of his being a P ahead on the other wing and his obtaining two Bishops.

2. Game 1.—12....Q—Q sq. proposed in our Col. 9 yields, we believe, a stronger attack than this move

3. Game 1.—Compare our Col. 11, where we suggest P—QR4 as the preferable move at this juncture.

4. Game 1.—Leading to complications in which both parties display great ingenuity. But White's soundest play here was 21 P—KKt3, still threatening to win an additional P and giving Black no chance of instituting an attack against the King's side.

5. Game 1.—Black conducts the attack with high-class ingenuity. The sacrifice of the Kt in addition to the R already given up was, we believe, quite sound if it had only been pursued properly.

6. Game 1.—White had evidently relied on this fine though simple-looking move for breaking the attack otherwise threatened. If, for instance, 26 Kt×QBP, 26 B—K6; 27 Q—Kt4, 27 Q×R ch.; 28 K—B2, 28 Q×P ch. and wins. Yet White ought still to lose as will be seen.

7. Game 1.—A mere transposition of moves which does not appear to be of much importance at first sight costs Black an excellently played game. First: 26....P×P; 27 B×P,! 27 Q×R ch., would have won. The most probable continuation was then 28 K—B2, 28 R—B sq. ch.; 29 Kt—B6, 29 R×Kt ch.; 30 B×R, 30 Q×R; 31 B×Kt, 31 Q—Q6 ch.; 32 K—Kt2 (if 32 K—B sq., Black drives him to Kt2 by B—K6 ch.) 32....B—Q5 ch.; 33 K—B sq., 33 Q—B 8 ch.; 34 Q—Q sq. (if 34 K—B2, 34 Q—K7 ch., 35 K—Kt3, 35 Q—Q8 ch.; 36 K—Kt4,—if K—R3, Black drives the King into a mating or otherwise losing position by B—Kt7 ch. and Q—Q5 ch.—36....B—B6 ch.; 37 K—Kt5,—or 37 K—R3, 37 B—Kt7 ch., etc.,—37....Q—Q2 ch. and wins), 34....B—K6 ch.; 35 K—B2, 35 Q—B5 ch., followed by Q—Kt4 ch., winning the B.

8. Game 1.—This beautiful move now wins by force.

9. Game 1.—For if 29....Q—Q5; 30 R—Q sq., etc.

Dufresne v. Von der Lasa.

10. Game 2.—Better than 10....KB—B4; 11 P—Q4, 11 B×P; 12 Kt×B, 12 Q×Kt; 13 Kt—B3, and though Pawns are even, we slightly prefer White on account of the two Bishops and Black's weak BP. But 10....B—K2 is very weak on account of 11 Kt—K5, 11 Q—Q4 (if 11....Q—Q5; 12 Kt—QB4 wins at once); 12 Kt—QB4,! 12 Kt×Kt; 13 Kt—B3, 13 Q—B4; 14 P—QKt4, and wins.

11. Game 2.—If 13....B—Q2; 14 Kt×Kt, followed by Q—K5 ch., regains the piece with two Pawns ahead. (Dufresne.)

12. Game 2.—An error which greatly compromises a won game. After 16....P×P *e. p.*; 17 Kt×P, 17 Q—B7 ch.; 18 K—Q sq., 18 Q×KtP; 19 R—K sq. (or 19 Q—R6 ch., 19 B—Kt3; 20 Q—B sq., 20 B—R6 and wins), 19 B—KKt5; 20 Q—R6 ch., 20 B—Kt3; 21 Q—Q3 ch., 21 Kt—Q4; White has no defence.

13. Game 2.—Fatal. 17....KR—QB sq.; 18 Q—R6 ch., 18 B—Kt3; 19 Q—B sq., 19 Kt—Q4, would have still left him a fair attack for the loss of the Pawns, whether or not White exchanged Queens.

Mortimer v. St. Bon.

14. Game 3.—In the manner of our column 1, White, we believe, can simplify the game by Kt—KR3, which avoids all complicatious arising from the attack of that Kt by P—K5. Should Black answer Q—Q4, then White may retreat Q—KB sq., followed by K—Q sq. in reply to Q—K5 ch.

15. Game 2.—White could have gained here a very important move by QKt—B3.

(Continued on page 111.)

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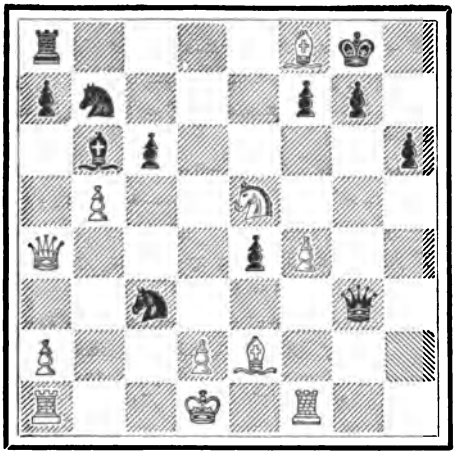
GAME No. 1.

Move 24....Kt(Q4)×QBP ch.

BLACK—S———.

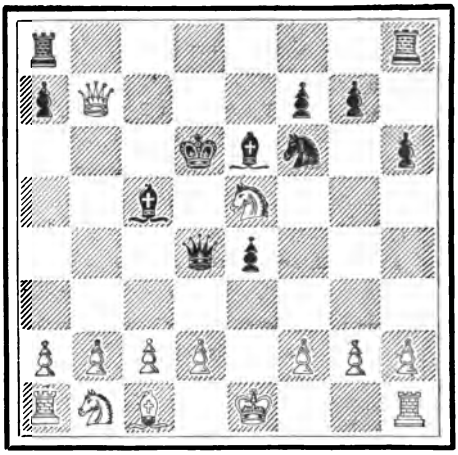


WHITE—ANDERSSEN.

GAME No. 2.

Move 15....K(K2)—Q3

BLACK—VON DER LASA.

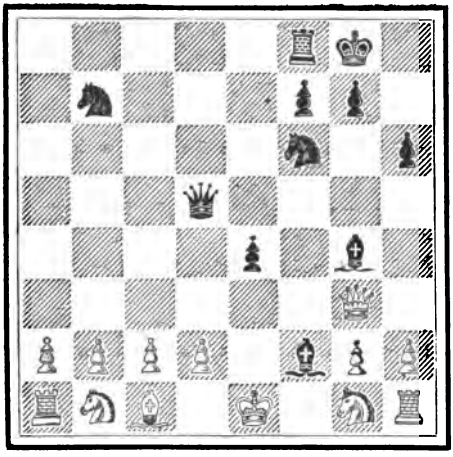


WHITE—DUFRESNE.

GAME No. 3.

Move 17. B×P ch.

BLACK—ST. BON.

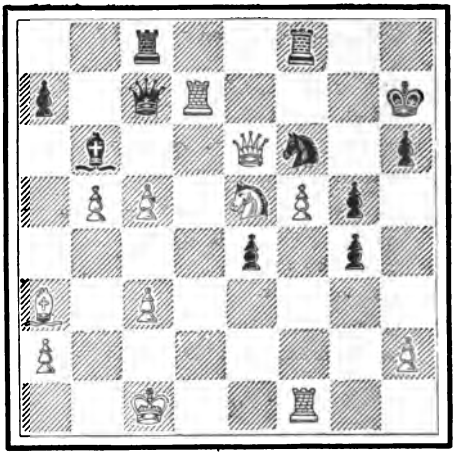


WHITE—MORTIMER.

GAME No. 4.

Move 30. R(Qsq)—Q7 ch.

BLACK—KOLISCH.



WHITE—HIRSCHFELD.

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(Continued from page 109)

16. Game 3.—Very fine play and yielding Black an excellent attack.

17. Game 3.—If 18 K×B, 18 P—K6 ch.; 19 K—B sq. (or 19 Q×P, 19 R—K sq.; 20 Q—B4, 20 Q—K3; 21 KKt—B3, 21 Q—K7 ch.; 22 K—Kt sq., 22 Q—Q8 ch. wins), 19....Q—B4 ch.; 20 Kt—B3 20 Q×P; 21 Q—K sq.,! 21 P×P; 22 Q×P, 22 Q—B5 ch.; 23 K—Kt sq., 23 R—Q sq., with a winning attack.

18. Game 3.—Q—B4 ch., followed by Q×P if the Queen interposed, or by Q—Kt4 ch. in reply to Kt—KB3, was stronger.

19. Game 3.—Black has already a draw in hand, but takes his chances on the complications of the attack that follow.

20. Game 3.—Feeble play. By R—K sq. he would, no doubt, have to return the piece gained, but would remain with a P ahead.

21. Game 3.—The probable continuation is 29 P×B, 29 Q×P ch.; 30 K—Kt sq., 30 R—K4; 31 Kt×Kt, 31 Kt×Kt; 32 Q—B8 ch., 32 K—R2; 33 P—KR4, 33 R—KB4, and wins.

Hirschfeld v. Kolisch.

22. Game 4.—In our Col. 9 we propose here 12....Q—Q sq., and we now add the following novel continuation: after 13 P—B3, 13 Kt—Q4; already noticed. If now 14 P—KKt3, 14 B—R6; 15 P—QKt4, 15 B×R; 16 K×B, ! 16 Kt×KtP; 17 P×Kt, 17 Q—Q5; 18 P×B, 18 Q×R; 19 QKt—B3, 19 O—O; 20 Kt—Kt4, 20 KR—Q sq.; 21 Q—K sq. ! 21 QR—Kt sq.; 22 Kt—K3, 22 R—Kt7; 23 B×R, 23 Q×B; 24 Kt×P, 24 Q×RP; even game. For though White has two minor pieces for the R, Black's dangerous passed P on the QR file and the looseness of White's P in the centre form a fair compensation.

23. Game 4.—Attack and defence have been excellently conducted by both parties after the opening moves, but here we would have preferred 26....R—K sq.; for if 27 KtP×P, 27 Kt×B; 28 P×Kt, 28 P×P, wiih a strong counter-attack.

24. Game 4.—Black has hardly anything better. If B×P, White would also answer R—Q7 ch., and would win in a similar manner as in actual play.

25. Game 4.—A masterly combination.

26. Game 4.—It somewhat spoils this pretty game that White overlooked mate on the move by 37 Q—K6 ch.

27. Game 4.—The mate is effected as follows: 38 Q—Kt3 ch., 38 K—Q4; 39 P—B4 ch., 39 K×P (if 39....K—Q5; 40 R—Q sq. ch., 40 K×P; 41 Q—Kt3 mate); 40 Q—Kt3 ch., 40 K—Q5; 41 R—Q sq. ch., 41 K—K4; 42 R—Q5 ch., 42 K—B5; 43 Q—Kt3 mate. But we believe that if Black had previously played 37....Kt—B3, no mate could have been effected, as Black's Q4 sq. would have been guarded, and if 38 P—B4 threatening B×Kt2 mate, 38....K—Q5, etc.

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1 P—K4 / P—K4	2 KKt—B3 / QKt—B3	3 B—B4 / Kt—B3	

Game 5.

Vienna Congress.

BIRD / TSCHIGORIN.

4	Kt—Kt5 / P—Q4	
5	P×P / QKt—K4	
6	B—Kt5 ch. / P—B3	
7	P×P / P×P	
8	B—K2 / P—KR3	
9	KKt—B3 / P—K5	
10	Kt—K5 / Q—B2	
11	Kt—Kt4 / B×Kt	28
12	B×B / B—Q3	
13	P—KR3 / O—O	
14	Kt—B3 / Kt—B5	29
15	P—QKt3 / Kt—K4	
16	B—Kt2 / KR—Ksq	
17	O—O / QKt×B	30
18	P×Kt / Q—Q2	
19	Q—K2 / Kt×P	31
20	P—Kt3 / Q—B4	32
21	K—Kt2 / R—K3	
22	QR—K sq. / QR—K sq.	33
23	R—KR sq. / P—KR4	
24	QR—KB sq. / Q—Kt3	
25	Kt—Q sq. / P—K6	34 D 35
26	B—Q4 / Kt×P	36
27	R×Kt / Q×P ch.	
28	K—B sq. / P×R	
29	Kt—K3 / P—QB4	
30	B—B3 / R×Kt	37

Game 1—Cont'd.

31	P×R / R×P	
32	Q—Q sq. / P—R5	38
33	B—Q2 / P—R6	and wins.

Game 6.

Correspondence Game.

WESEL C. C. / CREFELD C. C.

4	P—Q4 / P×P	39
5	O—O / Kt×P	
6	R—K sq. / P—Q4	
7	B×P / Q×B	
8	Kt—B3 / Q—KR4	
9	Kt×Kt / B—K3	
10	B—Kt5 / P—KR3	40
11	B—B6 / Q—QR4	
12	Kt×P / Kt×Kt	D 41 42
13	Q×Kt / P×B	43
14	Kt×P ch. / K—K2	
15	Kt—Q5 ch. / K—Q2	
16	Kt—Kt6 D'ble ch. / K—K2	
17	Kt×R / R—Kt sq.	
18	QR—Q sq. / B—Kt2	
19	Q—Q7 ch. / K—B3	
20	R×B ch. / P×R	44
21	Kt×P / Q—K4	
22	K—B sq. / K—Kt3	45
23	R—K sq. / Q×KtP	
24	Q—Q3 ch. / K—B2	
25	R×P / B—B3	46
26	Q—Q7 ch. / K—Kt3	
27	Kt—Q5 / R—KB sq.	
28	Kt—B4 ch. and wins.	47

Game 7.

Salvioli.

MORPHY / De RIVIERE.

5	B—K2	48
6	Kt×P / O—O	49
7	QKt—B3 / Kt—K4	50
8	B—K2 / P—Q4	51
9	P—B4 / Kt—B3.	52
10	Kt×Kt / P×Kt	
11	P—K5 / B—B4 ch.	53
12	K—R sq. / Kt—Q2	
13	B—Q3 / R—K sq.	
14	B—Q2 / Kt—B sq.	
15	Q—R5 / P—Kt3	54
16	Q—R6 / Kt—K3	
17	P—B5 / B—B sq.	
18	Q—R3 / Kt—B4	55
19	P—K6 / P×KP	D 56
20	P—B6 / P—K4	57
21	P—B7 ch. / K—R sq.	
22	P×R queens / Q×Q	
23	B×P / B×Q	
24	B×Q / B×P ch.	
25	K×B / R×B	
26	QR—K sq. wins.	

Game 8.

Cook.

MacCONNELL / ZUKERTORT.

4	Kt—QB3 / B—Kt5	58
5	P—QR3 / B×Kt	59
6	QP×B / Kt×P	
7	B×P ch. / K×B	
8	Q—Q5 ch. / K—K sq.	
9	Q×KKt / P—Q4	60
10	Q—QR4 / R—B sq.	
11	O—O / R×Kt	61 62
12	P×R / B—R6	
13	R—K sq. / Q—B3	
14	Q—KB4 / K—Q2	
15	Q—Kt3 / B—B4	
16	B—Kt5 / Q—Kt3	63
17	QR—Q sq. / Q—B2	
18	R—Q2 / P—KR3	64
19	B—K3 / R—Q sq.	
20	P—Kt4 / K—B sq.	
21	B—B5 / P—QKt3	65
22	P—Kt5 / Kt—R4	
23	B—Kt4 / Kt—B5	
24	QR—K2 / P—QR4	66
25	P×P in passing / P—B4	
26	B×P / P×B	
27	R—Kt sq. / R—Q2	67
28	R×P / R—Q3	D 68 69
29	P—R7 / Q×P	70
30	R×B & wins.	

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Bird v. Tschigorin.

28. Game 5.—Our notes to this game are chiefly quoted from the *Appendix* to *Gossip's Manual* by S. Lipschütz. 11 P—Q4, 11 P×P *e. p.*; 12 Kt×P (Q3), 12 B—Q3; 13 Kt—Q2, followed by Kt—B3, gives White an excellent game with a P ahead. For should Black attempt 13 B×P, then would follow 14 P—KKt3, 14 B×P; 15 P×B, 15 Q×P ch.; 16 Kt—B2, and should win.

29. Game 5.—White would have done better first to prevent the entrance of the hostile Kt by P—QKt3.

30. Game 5.—17 B—K2, 17 Kt—Q6 ch. (or 17....Kt—B6 ch.; 18 K—B sq., etc.); 18 P×Kt, 18 P×P; 19 O—O, was far more favorable for White.

31. Game 5.—If 19 P—B3, 19 B—B4ch.; 20 K—R sq., 20 Q—K2, with a winning attack.

32. Game 5.—20 Kt×P, 20 Q—B4; 21 P—KB3, 21 Q—KR4; 22 P×Kt, 22 Q—R7 ch.; 23 K—B2, 23 Q—B5 ch. (or 23....Q—R5 ch.; 24 P—Kt3, 24 B×P ch.;—if 24....Q—R7 ch.; 25 K—B3, 25 Q×Q ch.; 26 K×Q, 26 R×Kt ch.; 27 K—B3, with a P ahead—25 K—Kt2, and should win); 24 K—Kt sq. was by far better play, for Black's best plan would be now to draw by perpetual ch.

33. Game 5.—Ill-judged. R—KR sq., followed by QR—KB sq., was much better.

34. Game 5.—Premature. R—R3 was necessary for the defence.

35. Game 5.—A real master *coup* which forces the victory in elegant style.

36. Game 5.—If 26 QP×P, 26 Kt×P ch.; 27 Kt×Kt, 27 R×Kt, threatening R×KKtP ch., and wins.

37. Game 5.—Beautiful play, which finishes off the quickest way.

38. Game 5.—32 R×B, followed by K—B sq., if White reply Q×P, was also good enough.

Wesel Chess Club v. Crefeld Chess Club.

39. Game 6.—Compare Columns 37–42. The same positions may arise in the Scotch Gambit by a transposition of the 3d and 4th moves, on each side.

40. Game 6.—Inferior to 10....B—QKt5, which, according to the *Handbuch*, would lead to an even game thus: 11 Kt×P, 11 Q×Q; 12 KR×Q, 12 Kt×Kt; 13 R×Kt, 13 B—BK2; 14 B—B4, 14 O—O; 15 B×P, 15 KR—QB sq.; 16 B—Q6, 16 B×B; 17 Kt×B, 17 R×P; 18 Kt×P, 18 R×KtP, etc.

41. Game 6.—A fine sacrifice, which, we believe, is warranted by the position.

42. Game 6.—If 12....P×B; 13 Kt×B (not 13 Kt×P ch., 13 K—K2; 14 Kt—Kt3, 14 R—Q sq., etc.), 13....P×Kt; 14 Kt×BP ch., 14 K—B2; 15 Q—Q 7 ch., 15 B—K2 (or 15....K×Kt; 16 R—P ch., 16 K—Kt4; 17 P—R4 ch., 17 K×P; 18 R—Kt6, and wins); 16 Q×P ch., 16 K—Kt2; 17 Kt—Q5, followed mostly by R—K3, with a fine attack.

43. Game 6.—This loses speedily. Their game was, however, very difficult, and, we believe, could not be retrieved without some loss. Probably the best defence was 13... R—KKt sq., and after 14 QR—Q sq., 14 B—K2; whereupon, no doubt, White would get the advantage by 15 B×P. But it should be noticed that if White continue 15 B×B, 15 K×B; 16 Kt—B5, Black would break the attack by 16....QR—Q sq. For if White reply 17 Kt×P, Black wins by Q×R ch.

44. Game 6.—The best plan which simplifies the game with enough material to win.

45. Game 6.—Excellent play and quite decisive.

46. Game 6.—After 25....R—KB sq.; 26 Q—Kt6 ch., 26 K—Kt sq.; 27 Kt—K8, 27 Q—Kt4 ch.; 28 R—K2, 28 R—B2; 29 Kt×B, followed by Q—K8 ch. White's game would play itself out.

47. Game 6.—For if 28....K—B4; 29 R—Kt6 dis. ch., if 28....K—Kt4; 29 Q—Q5 ch., etc.

Morphy v. De Riviere.

48. Game 7.—5....B—B4 leads to a variation in the Giuoco Piano, known as Max Lange's attack. The move in the text is not good.

49. Game 7.—If 6....Kt×P; 7 Kt—B5, 7 O—O (or 7....P—KKt3; 8 Q—Q5+, or 7....P—Q4; 8 Kt×P ch., 8 K—B sq.; 9 QB—KR6, 9 K—Kt sq.; 10 B×P+); 8 Q—Kt4, 8 P—KKt3 (or 8....Kt—Kt4; 9Kt×B ch.+); 9 Kt—R6 ch.+

(Continued on page 115)

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GAME No. 5.

Move 25....P—K6.

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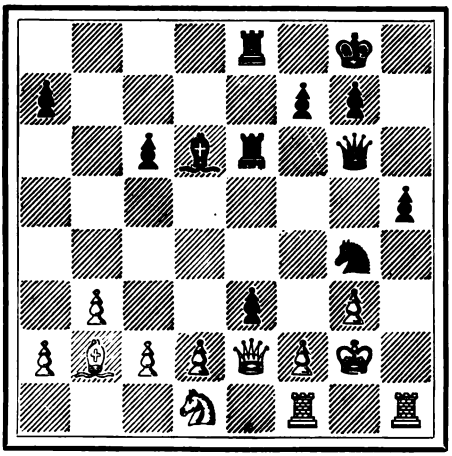
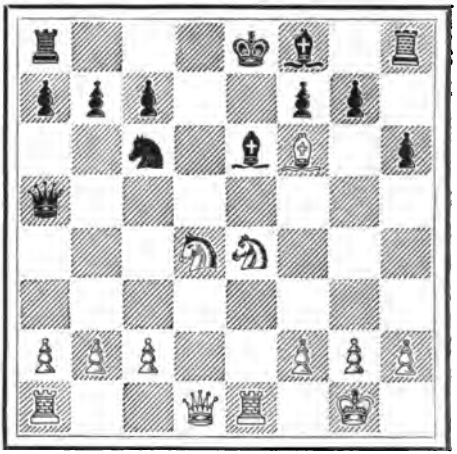


WHITE—BIRD.

GAME No. 6.

Move 12. Kt (KB3) × P.

BLACK—CREFELD C. C.

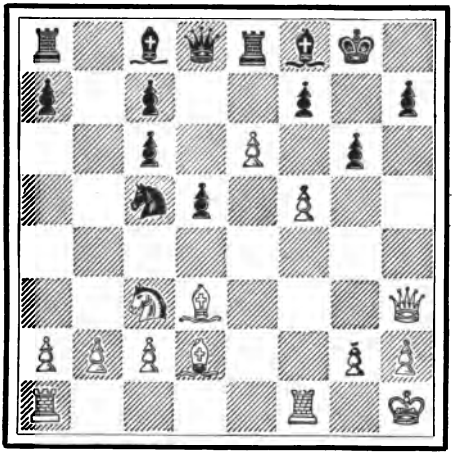


WHITE—WESEL C. C.

GAME No. 7.

Move 19. P—K6.

BLACK—DE RIVIERE.

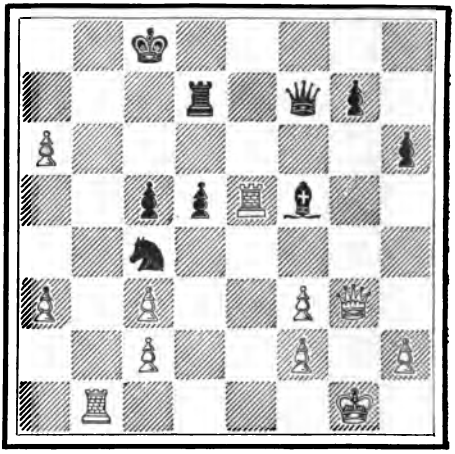


WHITE—MORPHY.

GAME No. 8.

Move 28. R × P.

BLACK—ZUKERTORT.



WHITE—MACCONNELL.

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(Continued from page 113)

50. Game 7.—Which only ultimately leaves a further mark for the hostile attack from the dangerous KBP, P—Q3 was much better.

51. Game 7.—Excellent play which provides against Black's entrance of Kt—Kt5, after P—Q4.

52. Game 7.—Of course, if 9....QKt—Kt5; 10 P—K5 wins a piece.

53. Game 7.—An ill-judged move. The square of QB4 ought to have been reserved for the entrance of the Kt in order to weaken the adverse attack by B—Q3. The retreat of the Kt—Q2 at once was therefore, by far superior.

54. Game 7.—A very weak move which creates a dangerous hole in Black's King's side. Either Kt—Kt3 or B—Q2 were much better.

55. Game 7.—A much better defence was 18....Kt—Kt2; for if 19 P—K6, 19 KtP×P; 20 P×P ch., 20 K×P; 21 Q×RP, 21 Q—B3, with a good game.

56. Game 7.—Beautiful play and winning by force.

57. Game 7.—Quite good enough, but the more simple initiation of the final assault by 20 P×KtP would have finished sooner, and also might have led to attractive brilliancies. For, supposing 20 P×KtP, 20 P×P (if 20....R—K2; 21 R—B7 21 R×R; 22 P×R ch., 22 K×P; 23 Q—R5 ch., and wins. Or if 20.. .P—KR3; 21 B×P, 21 P—K4; 22 Q—R5, etc.); 21 R—B7, 21 K×R (or 21....B—Kt2; 22 B×P and wins); 22 Q—R7 ch., 22 K—B3 (if 22....B—Kt2; 23 R—B sq. ch., and wins); 23 R—B sq. ch, 23 K—K4; 24 B—B4 ch., 24 K—B3 (or 24....K—Q5; 25 Kt—K2 mate); 25 B—Kt3 dis. ch., and mates next move.

MacConnell v. Zukertort.

58. Game 8.—The same position may arise in the four Knights' game, the Petroff, in the Giuoco Piano, and King's Bishop's opening. A game between Seymour and Steinitz proceeded from this point thus: 4....Kt×P; 5 Kt×Kt, 5 P—Q4; 6 B—Kt5, 6 P×Kt; 7 Kt×P, 7 Q—Q4; 8 B×Kt ch., 8 P×B; 9 Kt—Kt4, 9 B—R3; 10 Kt—K3, 10 Q—Q5; 11 P—KB3, 11 B—B4; 12 P×P, 12 O—O; 13 P—Q3, 13 P—KB4; 14 Q—B3, 14 QR—K sq. For continuation see game terminations.

59. Game 8.—Superior to Kt—Q5, or O—O.

60. Game 8.—Much inferior to 9....P—Q3, which establishes Black's centre. If then 10 B—Kt5, 10 Q—Q2, followed by Q—B4, gives Black a splendid game for the ending.

61. Game 8.—In another game between the same players occurred 11 Kt×P,? 11 Q—K2; 12 P—KB4, 12 B—Q2!; 13 O—O!, 13 Kt×Kt, and wins.

62. Game 8.—An unsound sacrifice, but Black's position is already inferior. Another game between the same players proceeded; 11....Q—Q3, 12 R—K sq., 12 K—B2; 13 Kt×P ch.!, 13 Kt×Kt; 14 B—B4, 14 Kt—B6 ch.; 15 P×Kt, 15 Q—Kt3 ch.; 16 K—R sq.+

63. Game 8.—Weak. Q—B2 at once was obviously far better.

64. Game 8.—Much stronger was 18 P—QB4, 18 P—Q5; 19 R×KP; 19 Kt×R; 20 Q×Kt, 20 P—QKt3 (or 20....R—K sq.; 21 Q×QP ch., 21 K—B3; 22 Q×RP, 22 Q×P; 23 P—Kt3, 23 Q—Kt4; 24 Q—Q4+); 21 Q—Kt5 ch., with an irresistible attack.

65. Game 8.—Necessary in order to prevent R—Q3. If, for instance, 21 K—R sq., 21 R—Q3; 22 R—KKt sq., 22 R—Kt3; 23 Q—R4, 23 B—K5; 24 R—Kt3, 24 Q×P ch., and mates next move.

66. Game 8.—Black's latter play with the exchange behind is exceedingly fine. He has now managed to obtain the winning position, and forces the gain of a piece by a very clever manœuvre.

67. Game 8.—An extraordinary fault of omission which costs a won game. After 27....R—Q3 at once, White could hardly hold out long; for if 28 R—Kt7, 28 Q—Kt3; or Q—B3 kept Black's game well defended, and White's RP was bound to fall immediately, whilst as regards the other Pawns on the Queen's side it was only a question of time.

68. Game 8.—White takes advantage of the error in an ingenious manner, which, in turn, gives him a forced won game.

69. Game 8.—This is now too late, but nothing else was of any avail. If 28....Kt×R; 29 Q×Kt, 29 R—B2; 30 P—R7, 30 R×P; 31 Q—Kt8 ch. and wins. Or if 28....Kt—Q3; 29 R—Kt6 (threatening P—R7, etc.), 29....Q—B3; 30 R—K8 ch., 30 K—B2; 31 R×Kt, 31 R, or Q×R; 32 P—R7, and wins.

70. Game 8.—Promptly and cleverly deciding the game.

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PETROFF'S DEFENCE.

The German *Handbuch* states that this opening is already mentioned in the Goettingen Manuscript and is also noticed by various later authorities like Lopez, Selenus, Lolli, Ponziani and others. In practice during our present century it was first favored by the Russian master Petroff after whom it is named, and it received its first extensive analysis in the French Chess journal *La Palamede* in 1842 at the hands of the Russian author Jänisch. It is generally adopted for the purpose of avoiding the complications of other variations in the King's Knight's opening like the Ruy Lopez, the Evans Gambit, the Scotch Gambit, etc.

As regards its merits as a defence various authorities have expressed different opinions on the subject, but all agreed hitherto that 3 Kt×P was White's best continuation though it was generally admitted that this line of attack only retained the advantage of the first move by proper play on the other side. We think however that the superior position at least can be proved for the first player by the attack 3 P—Q4 which has hitherto been almost ignored.

Column 1 with the notes shows the most feasible line of defence and the variations springing therefrom leave the game considerably in favor of the attack.

Column 2 is already given in Cook's Synopsis, and in consequence of Black's questionable 5th move White gains a clear P without sustaining any disadvantage from having to move his King. It is however White's best plan to be satisfied with the P. For though he can win a piece by force by a deviation on the 8th move treated in Column 3, the counter-attack on the other side becomes so formidable as to make White's game untenable. The variations we give in our notes are samples of brilliant tactics comprising even the early sacrifice of two pieces which is made possible in consequence of the bad position of White's King.

Column 4 deals with a line of play which some authorities declared to lead to an even game on the assumption that White on the 6th move should proceed with Q×P. But the modification which we suggest gives White an attack similar to that arising in the Horwitz and Frazer variations of the Scotch Gambit but as will be seen especially from our notes which are fair illustrations of hunting and even catching the Queen by means of attacks from minor pieces, White obtains a much stronger attack than in the above named variations of the Scotch and this is chiefly due to the loose position of the adverse KKt.

Column 5 is an offshoot of the last tending to show that the device of retreating Q—Q sq. which may be adopted in a similar position in the Scotch Gambit leads to the loss of a piece in this instance.

In Column 6 we also present a novel line of play which shows a decided superiority for the first player in a variation which most authorities held to produce an even game. Our alterations in the demonstration commences on White's 6 move for which generally O—O was recommended, but we think that our substitution will be found an improvement, as after the adoption of our proposition to play 6 B—Kt 5 ch., all the moves for the defence appear to us forced, whereas after 6 O—O Black might reply 6. . . .KKt—B3 with good prospects of equality.

In Col. 7 we present a variation which ends in brilliancies though at starting, Black has only adopted a resort which for a long time has been recommended for the defence against the usual line of attack. White's Kt, however, which has taken the KP on the

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5th move, is an inconvenient fixture (*en passant*, we may state that we did not consider it necessary to investigate the consequences of 5 P×P which is opposed to our general principles, and we may merely state that 5....KB—QB4 or Kt—B4 are equally good answers to produce an even game against that move), and we show that Black when trying to get rid of that Kt gives his opponent complicated sacrificing opportunities which we believe ought to be in favor of the first player.

The next column is of a similar character, and instructive tactics will be found in Note 23, proving, we believe, the superiority for White who has sacrificed a piece.

Columns 9 and 10 also apply the test to lines of play similar to those which are recommended for the defence by authorities against the attack 3 Kt×P. But to the best of our judgment, the second player cannot equalize the position if White play properly.

In Col. 11 we at last thread into the path of the old attack and we think that especially the new simple move 8....KKt—B3 ought to help Black to an even game.

In Col. 12 we show the result if Black adopts the old line of play and we add some new moves with notes to the main variation which is already given by the various authorities up to Black's 11th move, but it should be specially noticed that whereas 6....Kt—QB3 is generally marked as best in the books, we query it in the usual manner, and we may add that we consider its inferiority hardly questionable. It should be added to this variation that if 11....P×P; 12 B×BP, 12 O—O; 13 R—Kt sq. gives White equally the superior game.

In Table III we introduce in Col. 13 the move R—K sq. on the 9th move, which we consider a means of attack well worth trying in various forms of this opening, though hitherto it has escaped the notice of theorists and practitioners. On White's 10th move in this variation, we recommend the advance of P—B5 in order to confine Black's pieces. Though this is very rarely good in the opening and has never been mentioned yet, in any of the variations of this debut, we think our demonstration proves it to be sound in the present position.

Col. 14 tends to prove that Black cannot fortify his Kt by 9....P—B4 without fatally compromising his game.

Col. 15 is a suggestion for the attack from a game in the German *Handbuch* by 8 R—K sq. in lieu of the more common 8 P—B4. We consider that White gets considerably the best of the position by this line of play without breaking the Pawns on the Q wing.

Col. 16 is remarkable, as up to Black's 11th move it occurred in a celebrated game played by correspondence between Pesth and Paris, and the play on both sides was accepted as the standard for this form of the opening. But our suggestion of 11....Kt—B3 gives, in our opinion, the second player a very good game, albeit in some of the variations he comes out a P behind.

In reviewing Col. 17, which in conjunction with the notes, rejects the old authorized attack and suggests a new one, it should be added that if 8....KB—QKt 5; 9 B—Q2, 9 B×B; 10 QKt×B, 10 P—B4; 11 Kt×P with the superior game.

In Col. 18 we differ from authorities who recommend 7 B—KB4, which leads to an even game, whereas the process we suggest may be briefly dismissed as showing a superiority for White who has a piece strongly fixed in the centre and his KBP advanced for the attack.

In Table IV an inferior defence 3....Kt×P is dealt with, in Column 19, and some instructive niceties of play will be found in the notes thereto. The next columns of that table show that Black may adopt 3....Q—K2 with impunity, and as no more than an even game can be opened against this little practised defence, this ought to be an additional reason for discarding the attack 3 Kt×P as inefficient in comparison with 3 P—Q4

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In the Cochrane attack (4 Kt×P), in Table V, we reverse the judgment of previous writers, for in Cols. 25 and 26 we advocate lines of play which have hitherto been condemned. In the latter column the movements of the King in the middle of the board form an interesting novel feature.

In Col. 27 we think that we are giving proof by a new line of attack, 9 P—QB3 that the move 5. . . .B—K3, heading this column, does not release Black's King from all difficulties as quickly as has been supposed, on the assumption that White must play his Kt—QB3. Our modification gives White's Queen more scope for action on her own wing.

With Col. 28 a line of play commences which is usually treated in the King's Bishop's opening, but in order not to defer our readers to the second volume we have devoted at once attention to its chief features. Most authorities hold that 3 B—B4 in this opening is theoretically unsound, especially if followed up with 4 QKt—B3 after 3. . . .Kt×P. But though we agree with this judgment we differ as regards the demonstrations. We lay most stress for the defence on the move P—QB3, which should be adopted as early as possible, not alone for the purpose of driving back White's KB, but also with the object of providing an exit for Black's King at QB2 in anticipation of his being driven to Queen's square.

Columns 29 and 30 contain corrections of authorized lines of play but we thought the variations pointed out in the last note of that Table especially remarkable, as it contains a fine sacrifice of the Q which in practice would be likely to succeed, since even the analytical demonstration of the unsoundness of this sacrifice appears very difficult.

In Columns 31 and 32 of Table VI, we endeavor to demonstrate that 7. . . .P—B3, and not 7. . . .P—Q3 is Black's best move. The former has been neglected on account of a fanciful sort of attack supposed to be at White's disposal by the sacrifice of a Rook. We believe, however, that too much material is given up for an attack which simply rests on the preparatory *coup de repose*, 10 Q—K2. In our opinion the defence ought to win, though most of the book variations end in favor of the first player. We also disagree with the demonstrations hitherto attempted. For the defence 9. . . .Q—B4 which was held to be dangerous, appears to us the best and in fact the only one, whereas 9. . . .Q—Q3, which was supposed to give Black the best chance of prolonging the fight, is, in our opinion, altogether untenable.

In Col. 33 the inferior defence 5. . . . P—Q3 is taken up, and from Black's 8th move we investigate some new additions, comprising a feasible defence which cannot be easily met.

Col. 34 is already well-known to theorists and retains the main idea of the attack against 5. . . .P—Q3.

In the next two columns, the continuation of Q—K2, we again differ entirely from the old authorities in the conclusions we draw from the continuations arising after 4 Q—K2, in reply to 3. . . .Kt×P. For by the new move 5. . . .B—K3, which we adopt for the defence, we think we prove a clear superiority for Black, whereas we maintain that the authorized move 5 KB—QB4 leads only to an even game by best play on White's part.

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1 P—K4 / P—K4 — 2 KKt—B3 / KKt—B3

First Continuation — 3 P—Q4 !

First Defence — 3 ... P×P — Cols. 1 to 5.

Second Defence — 3 ... Kt×P — Cols. 6 to 10.

Second Continuation 3 Kt×P / P—Q3 — 4 KKt—B3 / Kt×P — 5 P—Q4 / P—Q4 — 6 B—Q3

First Defence — 6 ... B—K2 ! — Col. 11.

Second Defence — 6 ... QKt—B3 ? — Cols. 12 to 15.

Third Defence — 6 ... P—Q3 — Col. 16.

Fourth Defence — 6 ... P—QB4 — Col. 17.

Fifth Defence — 6 ... Kt—Q3 — Col. 18.

Sixth Defence — 6 ... KKt—B3 — Note 55.

Third Continuation — 3 Kt×P / Kt×P ? — Col. 19.

Fourth Continuation — 3 Kt×P / Q—K2 — Cols. 20 to 24.

Fifth Continuation — 3 Kt×P / P—Q3 — 4 Kt×P ? — Cols. 25 to 27.

Sixth Continuation — 3 B—B4 ? / Kt×P — 4 Kt—B3 / Kt×Kt — 5 QP×Kt

First Defence — 5 ... P—KB3 — Cols. 28 to 30.

Second Defence — 5 ... P—Q3 — Cols. 33, 34.

Seventh Continuation — 3 B—B4 ? / Kt×P — 4 Q—K2 — Cols. 35, 36.

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1 P—K4 / P—K4 . 2 KKt—B3 / KKt—B3 3 P—Q4!

1	2	3	4	5	6
3 P×P					3 Kt×P
4 P—K5 / Kt—K5			4 Q—K2		4 B—Q3 / P—Q4
5 Q—K2 / Kt—B4 1	5 B—Kt5 ch.?		5 B—K2 / Kt—Kt5		5 Kt×P / P—QB4
6 Kt×P / B—K2	6 K—Q sq. / P—Q4 5		6 O—O / Kt×KP	6 QKt—B3 12	6 B—Kt5 ch. / B—Q2
7 QKt—B3 / Kt—K3 2	7 P×P in passing / P—KB4		7 R—K sq. / K—Q sq.	7 Kt×P / KKt×P	7 Kt×B / Kt×Kt
8 Kt×Kt / QP×Kt 3	8 P×P! / Q×P	8 Kt—Kt5? 6 / O—O	8 Kt×P / P—Q3 9	8 R—K sq. / Q—Q sq.	8 O—O / P—QR3 14
9 Q—Kt4+ 4	9 Kt×P+	9 Q—B4 ch. 7 / K—R sq.	9 P—KB4 / KKt—QB3	9 KB—QKt5 / B—K2	9 B×Kt ch. / Q×B
		10 P×P D 8 / Kt×P ch.	10 B—Kt5 / Q—B3	10 Kt—B5 / O—O	10 P—KB3 / Kt—B3
		11 K—K2 / Q—K2 ch.	11 QKt—B3 / B—Q2 10	11 Kt×B ch. / Q×Kt	11 R—K sq. ch. / K—Q sq. 15
		12 K×Kt / Q—K 8 ch.	12 Kt—B3 / B—K3	12 B×Kt / QP×B	12 B—Kt5 / B—K2
		13 K—Kt sq. or B3 / Q×QB+	13 Kt—K4 / Q—B4	13 P—KB4 / R—Q sq.	13 Kt—B3+ 16
			14 Q—K2+ D 11	14 Q—K2+ 13	

Column 3. Move 10. P×QBP.

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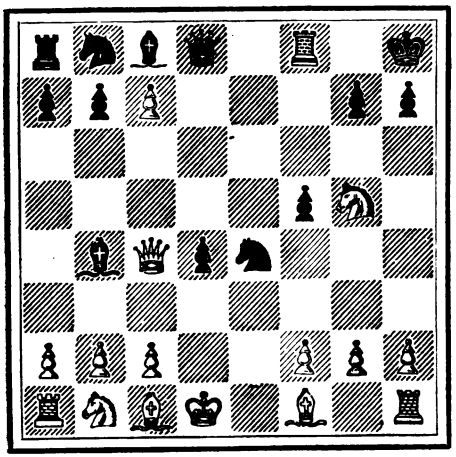

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Column 4. Move 14. Q—K2.

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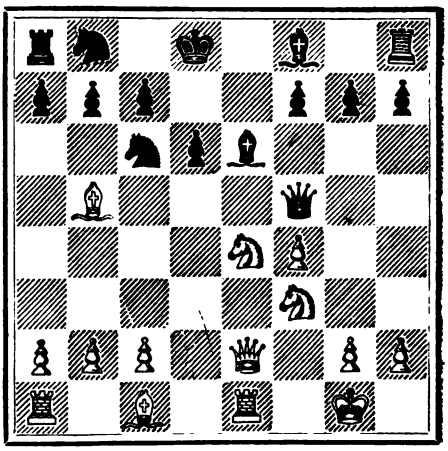

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1. Col. 1.—After 5 Q×P, 5 P—Q4; 6 P×P e. p., 6 Kt×QP; 7 QB—KKt5, 7 P—KB3; 8 QB—KB4, 8 Kt—B3; 9 Q—Q2, White has hardly any advantage.

2. Col. 1.—Or 7....O—O; 8 QB—KB4, 8 P—Q3 (if 8....P—Q4; 9 O—O—O with the superior game, or if 8....Kt—K3; 9 Kt×Kt, 9 BP×Kt; 10 B—Kt3 and we prefer white); 9 O—O—O, 9 P—QB3 (or 9....B—Q2; 10 KKt—Kt5, 10 KB—Kt4; 11 B×B, 11 Q×B ch.; 12 K—Kt sq., 12 B×Kt; 13 Kt×B+); 10 K—Kt sq. threatening P×P followed by KKt—B3 with an excellent position.

3. Col. 1.—If 8....BP×Kt; 9 Q—R5 ch., 9 P—Kt3; 10 Q—Kt4, followed soon by P—KR4 with a fine attack.

4. Col. 1.—Obviously Black dare not castle on account of B—R6 and if 9....P—KKt3 White will obtain an excellent attack by P—KR4.

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5. Col. 2.—6....Kt—QB4 is altogether out of question on account of the reply B—Kt5.

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6. Col. 3.—A seductive move which wins a piece, but subjects White to an irresistible attack.

7. Col. 3.—No better is 9 Kt×Kt, 9 P×Kt; 10 Q—B4 ch., 10 K—R sq.; 11 P×P (or 11 Q×B, 11 B—Kt5 ch.; 12 B—K2,! 12 B×B ch.; 13 K×B, 13 Kt—B3; 14 Q×P, 14 Q—R5; 15 Q×Kt, 15 Q×P ch.; 16 K—Q sq., 16 Q×KtP; 17 R—K sq., 17 Q—Kt5 ch.; 18 K—Q2, 18 R—B7 ch.; and mates next move), 11....B—Kt5 ch.; 12 B—K2 best (if 12 P—B3, 12 P×P wins), 12....B×B ch.; 13 K×B, 13 Q—R5; with a winning attack. For if 14 P×Kt queening, 14 Q—Kt5 ch. and mates in a few moves; and if 14 Q×B, 14 R×P ch.; 15 K—K sq. (if 15 K—Q sq., 15 Q—Kt5 ch., etc.), 15 R×KtP dis. ch.; 16 K—Q sq., 16 Q—Kt5 ch. and mates next move.

8. Col. 3.—10 Kt×Kt leads to the same position as in the previous note, and if 10 Kt—B7 ch. the game might proceed 10....R×Kt; 11 Q×R, 11 Kt×P ch.; 12 K—K2, 12 Kt×R; 13 P×P, 13 Q—Q2; 14 P×Kt queening (if 14 Q×Q, 14 Kt×Q and should win), 14....Q×Q; 15 Q—KB4 (obviously best as Black threatens the fatal Q—B5 ch.); 15....B—Q2; 16 B—Q2, 16 Q—R4 ch.; 17 Q—B3, 17 R—K sq. ch.; 18 K—Q sq., 18 Kt—B7 ch.; 19 K—B sq., 19 B×B ch.; 20 K×B, 20 Q—Kt4 ch.; and mates next move.

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9. Col. 4.—There are other defences which, however, do not improve Black's position. If, for instance, 8....QKt—B3; 9 QKt—B3, 9 Kt×Kt; 10 Q×Kt, 10 Q—B4; 11 Q—K4, 11 P—Q3; 12 KB—QKt5, 12 Q—Kt3 (or 12....P—KB 4; 13 Q—R4 ch., 13 B—K2; 14 QB—KKt5 and wins. Or if 12....Kt—QB3; 13 B—K3, 13 Q—Kt5; 14 B×Kt, and wins; for, if 14....P×B; 15 B—Kt5 ch. and mates next move, and if 14.. Q×Q; 15 B×Q having won a piece); 13 B—K3, 13 Q—R4 (if 13....P—QB4; 14 P—QKt4 with an irresistible attack); 14 QR—Q sq., 14 P—KB3 (or 14....P—QB3; 15 Q×Kt, 15 P×B; 16 B—Kt 6 ch., 16 Q×B; 17 Q—K8 ch., 17 K—B2; 18 Kt—Q5 ch., and wins); 15 P—KB4, 15 KKt—Q2 (if 16....P—QB3; 17 P×Kt, 17 P×B; 18 P×BP, 18 P×P; 19 B—Q4 and wins); 16 P—QKt4, 16 Q—R6; 17 QB—QB sq. and wins.

10. Col. 4.—Clearly if 11....Q×Kt ch.; White simply takes, and the Kt dare not retake on account of the impending mate by R—K8 ch.

11. Col. 4.—Continued: 14....P—QR3; 15 B—Q3, 15 Kt—Kt5; 16 Kt—Kt3, 16 Q—B4 ch. (or 16....Q—Kt5; 17 B—B5+); 17 B—K3, 17 Q—QR4; 18 P—B5, 18 B—Q2 (if 18....B—Q4; 19 B—Kt5 ch.+); 19 Kt—Kt5, 19 B—K sq.; 20 B—Q4+.

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12. Col. 5.—If 6....P—QB4; 7 R—K sq., 7 QKt—B3; 8 Kt×P, 8 KKt×KP; 9 Kt×Kt, 9 QP×Kt; 10 P—KB4, 10 Kt—Kt3; 11 B—Q3, 11 B—K3; 12 P—B5+.

13. Col. 5.—Continued: 14....Kt—Kt3; 15 Q×Q, 15 Kt×Q; 16 R×Kt, 16 R—Q8 ch.; 17 K—B2, 17 B—Kt5 (or 17....K—B sq.; 18 R—K sq.+); 18 Kt—B3, 18 R—R8; 19 P—QKt3+.

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14. Col. 6.—Black has to guard against the loss of a P threatened by P×P, and if 8....P—B5; 9 Q—K2 (threatening B×P) 9....Q—K2; 10 R—K sq.+. And if 8....P×P; 9 Q×P, 9 KKt—B3 (or 9....P—QR3; 10 Q×QP+); 10 R—K sq. ch., 10 B—K2; 11 Kt—B3, 11 P—QR3; 12 B—R4, 12 P—QKt4; 13 B—Kt3, 13 Kt—Kt3, 14 B—Kt5+, for if 15....O—O; 16 R×B and wins, or if 15....Q—Q3; 16 R×B ch., 16 K×R; 17 Q×QKt and wins.

15. Col. 6.—Obviously if 11....B—K2; 12 P×P, and Black's QP will also be weak.

16. Col. 6.—Continued: 13....P—R3 (or 13....P—B5; 14 R—K5+, or if 13....P×P; 14 Q×P, 14 P—R3; 15 R×B, 15 Q×R;!—if 15....K×R: 16 Kt×P ch., 16 K—B sq.; 17 Q—B5 ch., 17 K—Kt sq.; 18 B×Kt and wins—16 Kt×P, 16 Q—Q3; 17 B×Kt ch., 17 P×B; 18 R—Q sq., threatening Kt—Kt6+); 14 B×Kt, 14 B×B; 15 P×P, 15 B×Kt; 16 P×B, 16 K—B2; 17 Q—Q4+.

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		1 P—K4 / P—K4		2 KKt—B3 / KKt—B3	
7	**8**	**9**	**10**	**11**	**12**
3 P—Q4 / Kt×P				3 Kt×P / P—Q3	
4 B—Q3 / P—Q4				4 KKt—B3 / Kt×P	
5 Kt×P / B—Q3		5 / B—K3	5 / B—K2	5 P—Q4 / P—Q4	
6 O—O **17** / O—O		6 Q—K2 **24** / Kt—Q3 **25**	6 O—O / O—O	6 B—Q3 / B—K2 ! **32**	6 / QKt—B3 ?
7 P—QB4 / P—QB3		7 O—O / B—K2	7 B×Kt **29** / P×B	7 O—O / O—O	7 O—O / B—K2 **34**
8 QKt—B3 **18** / Kt×Kt		8 R—K sq. **26** / Q—B sq. **27**	8 QKt—B3 / P—KB3 **30**	8 P—B4 / KKt—KB3 !	8 P—B4 / QB—KKt5
9 P×Kt / B×Kt **19**	9 B—K3	9 QKt—B3 / O—O	9 Kt—B4 / P—KB4	9 P×P **33** / Kt×P	9 Kt—B3 / Kt×Kt
10 P×B / B—K3 **20**	10 P—KB4 / B×Kt	10 Q—R5 / P—KB4 **28**	10 B—B4+ **31**	10 Kt—B3 / B—K3	10 P×Kt / O—O
11 Q—R5 / P—KKt3	11 BP×B / P×P ?	11 Kt—K2+		11 Kt—K5— / P—QB4—	11 R—Kt sq. / R—Kt sq. **35**
12 Q—R6 / Kt—Q2 **21**	12 B×P ch. / K×B				12 R—Ksq. / B—K3 **36**
13 B—Kt5 / P—B3	13 Q—R5 ch. / K—Kt sq.				13 Q—B2+ **37**
14 KB×KtP+ D **22**	14 B—Kt5+ D **23**				

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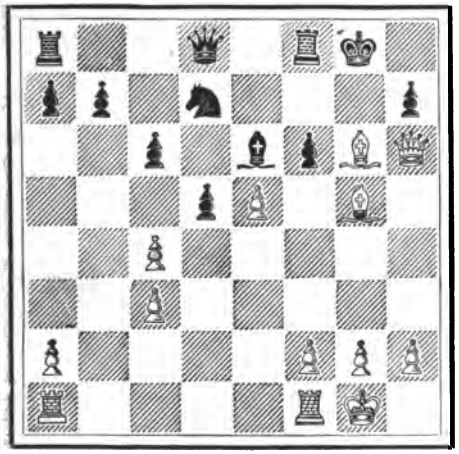
Column 7. Move 14 KB×KtP.



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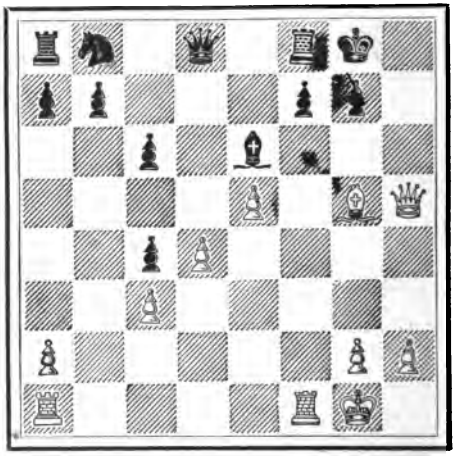
Column 8. Move 14 B—Kt5.



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17. Col. 7—We prefer this to 6 P—QB4, 6 P—QB3! (not 6....B—Kt5 ch.; 7 K—B sq.! and if now 7 ....P—QB3; 8 P×P, and the Q dare not retake on account of KB—QB4, nor can Black resort to P×P on account of the reply Q—R4 ch. Likewise if Black play 7....O—O the reply 8 Q—Kt3 wins at least a P, for if then 8....P×P; 9 Q×P, wins a piece); 7 P×P (if 7 QKt—B3, 7 Kt×Kt; 8 P×Kt, 8 B×Kt; 9 P×B, 9 P×P; 10 B×BP, 10 Q×Q ch.; with a good game), 7....Q—R4 ch.; 8 Kt—Q2, 8 P×P; 9 B×Kt, 9 B×Kt; even game.

18. Col. 7.—Superior in our opinion to the exchange of Pawns which releases Black's QKt for a better post at QB3.

19. Col. 7.—If he wait till White has advanced P—KB4 it will be worse still, for then the opponent will evidently retake with the BP with the much superior game. And if 9....P—KB3 then 10 Q—R5, 10 P—KR3; 11 B×P, 11 P×Kt; 12 QB—KKt5, 12 Q—K sq.; 13 B—R7 ch., 13 K—R sq.; 14 B—Kt6 dis. ch. and mates next move.

20. Col. 7.—10....P×P; 11 B×P, 11 Q×Q; 12 R×Q also leaves White with much the superior position.

21. Col. 7.—Obviously if 12....P×P; 13 B—Kt5 and wins.

22. Col. 7.—Might be continued 14....RP×B; 15 Q×P ch., 15 K—R sq.; 16 P×P, 16 R×P (or 16.... Kt×P; 17 QR—K sq., 17 Q—K2; 18 R—K3, with a winning game); 17 Q—R5 ch., 17 K—Kt2; 18 QR—K sq., 18 Q—K sq.; 19 B×R ch., 19 Kt×B (if 19.... K×B; 20 Q—R6 ch., 20 K—B2; 21 R—K3 +); 20 Q—Kt5 ch., 20 K—R sq.; 21 R—K3, with a winning game.

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23. Col. 8.—Continued 14....Q—Q4; 15 R—B4 (it is noteworthy that White may also obtain a draw at least by 15 B—B6, 15 Q—K5;—if 15....P×B; 16 R—B4, 16 R—Q sq.; 17 Q—R6, 17 P×P; 18 R—R4, 18 P—B4; 19 Q—B6, and wins—16 R—B3, 16 Q—Kt3; 17 R—Kt3, 17 Q×Q; 18 R ×P ch., 18 K—R sq.; 19 R×P dis. ch. and draws at least), 15....Kt—Q2; 16 QR—B sq., 16 P—KB4!; 17 R—R4, 17 Kt×P!; 18 P×Kt, 18 Q×P; 19 Q—R7 ch., 19 K—B2; 20 R—R6 +.

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24. Col. 9.—After 6 O—O, 6 Kt—Q2; 7 P—KB4, 7 P—KB4; 8 Kt—Q2, 8 QKt×KKt; 9 BP×Kt, 9 B—K2; 10 Q—R5 ch., 10 P—KKt3; 11 Q—R3, 11 Q—Q2 as played in a little match between Mackenzie and Blackburne. The game is even.

25. Col. 9.—If 6....P—KB4; 7 B×Kt, 7 BP×B; 8 Q—Kt5 ch. +.

26. Col. 9.—Better than 8 P—KB4, 8 Q—B sq.; 9 R—K sq., 9 P—KKt3 with a good game.

27. Col. 9.—The move in the text enables Black to castle and is necessary, for if 8....O—O; 9 Kt×P; 9 B ×Kt; 10 Q×B, 10 R—K sq.; 11 Q×Q +, and if 8....P—KB3; 9 Kt—Kt6 +.

28. Col. 9.—If 10....P—KKt3; 11 Kt×KtP, 11 BP×Kt; 12 B×P, 12 R—B2; 13 B×R ch., 13 B×B; 14 Q—K5, 14 B—B sq. (If 14....Kt—B3; 15 Q—Kt3 ch., 15 K—R sq.; 16 R×B, 16 Kt×R; 17 Q—K5 ch., and wins); 15 Kt×P with more than an equivalent for the adverse two minor pieces against the R.

---

29. Col. 10.—7 R—K sq. or Q—K2 may also be played with advantage.

30. Col. 10.—Or 8....P—KB4; 9 P—B3, 9 P×P; 10 R×P +.

31. Col. 10.—White has the majority of Pawns on the King's side with the option of opening the KB file by P—KB3 and he has also an entrance for his pieces at K5. All these advantages combined more than outweigh the adverse two Bishops (especially as Black's QB has little scope for action) and therefore constitute a superiority for White.

---

32. Col. 11.—As the QP is the usual mark of White's attack in this form of opening, it is better to keep Q file open in order to provide an additional defence and eventually a counter attack against the adverse QP which generally becomes isolated.

33. Col. 11.—9 P—B5 would not be good, for Black replies 9....P—QKt3 and if 10 P—QKt4? 10 P—QR4; 11 P×KtP, 11 RP×P; 12 P×P, 12 Q×P with the superior game.

34. Col. 12.—The same variation arises of course also by a transposition of Black's last two moves.

---

35. Col. 12.—If 12....P—QKt3 the answer 13 R—K sq. is still stronger as it threatens P×P followed by B—K4.

36. Col. 36.—Or 12.... R—K sq.; 13 P×P, 13 Q×P; 14 QB—KB4, 14 Q—Q sq.; 15 P—Q5, 15 Kt —R4; 16 KB—QKt5 +.

37. Col. 12.—Continued 13....P—KR3; 14 B—B5, 14 B×B; 15 Q×B, 15 P×P; 16 P—Q5, 16 Kt— R4; 17 P—Q6, 17 P×P; 18 R×B +.

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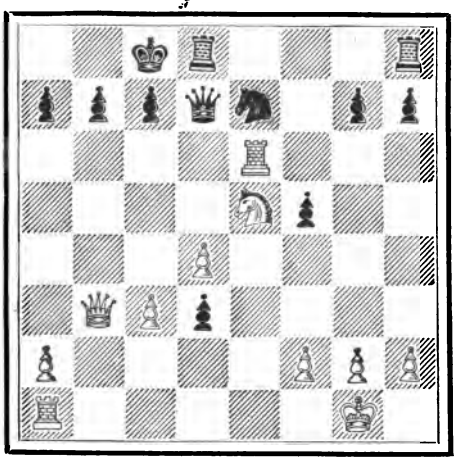
1 P—K4 / P—K4	2 KKt—B3 / KKt—B3	3 Kt×P / P—Q3	4 KKt—B3 / Kt×P	5 P—Q4 / P—Q4	6 B—Q3

13	14	15	16	17	18
6 QKt—B3?			6 B—Q3	6 P—QB4	6 Kt—Q3 **55**
7 O—O / B—K2			7 O—O / O—O	7 O—O! **52** / P×P **53**	7 O—O / B—K2 **56**
8 P—B4 / B—K3		8 R—K sq. / Kt—Q3	8 P—B4 / B—K3	8 R—K sq. / P—KB4	8 Kt—K5 / O—O
8 R—K sq.! / Kt—B3 **38**	8 P—B4	9 Kt—B3 / B—K3 **46**	9 Q—B2 / P—KB4	9 Kt—K5 / B—K3	9 P—KB4+
10 P—B5 **39** / O—O **40**	10 Kt—B3 / Kt×Kt **43**	10 Kt—K2 / O—O	10 Q—Kt3 **48** / P×P	10 B—Kt5 ch. / B—Q2 **54**	
11 Kt—B3 / B—Kt5	11 P×Kt / P×P **44**	11 Kt—B4 / Q—B sq. **47**	11 Q×KtP / Kt—B3! D **49**	11 Kt×B / Kt×Kt	
12 B—K3 / Q—Q2 **41**	12 R×B / P×B	12 P—B3+	12 B×Kt **50** / P×B	12 P—KB3+	
13 P—QR3 / QR—Q sq.	13 Q—Kt3 / Q—Q2		13 Kt—Kt5 / B—Q4		
14 P—Kt4 / P—QR3	14 B—Kt5 / O—O—O		14 QKt—B3 / R—Kt sq.+ **51**		
15 R—Kt sq. **42**	15 B×B / Kt×B				
	16 Kt—K5+ D **45**				

Column 14. Move 16 Kt—K5.



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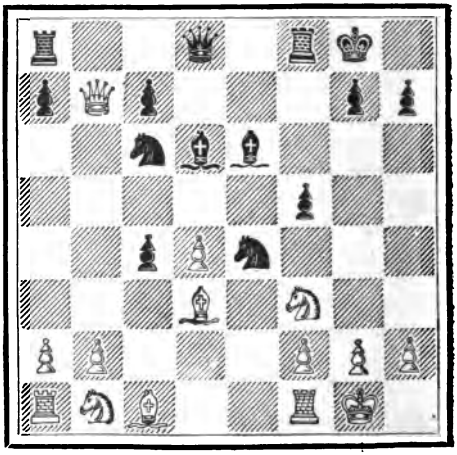
Column 16. Move 11....Kt—B3!



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38. Col. 13.—If 9....B—QKt5; 10 B×Kt, 10 B×R; 11 P×P +.

39. Col. 13.—This is sound enough now, for Black has no time to break up the Pawns by P—QKt3. Compare next note.

40. Col. 13.—If 10....P—QKt3; 11 Q—R4, 11 B—Q2; 12 KB—QKt5, 12 QKt—QKt sq.; 13 Kt—K 5, 13 B×B; 14 Q×B ch., 14 K—B sq.; 15 QKt—B3 +. For if 15....P×P; 16 Q—Kt7, 16 QKt —Q2; 17 Kt—B6 and wins.

41. Col. 13.—If 12....Kt—K sq., 13 Q—Kt3 wins a P with a safe position.

42. Col. 13.—Might be continued 15....Kt—K sq.; 16 P—QR4, 16 P—B4; 17 P—Kt5, 17 P×P; 18 P×P, 18 Kt—Kt sq.; 19 Kt—K5 +. For after the exchange of Queens White will easily protect the QP by Kt—K2 if necessary, and obtain the superior position by R—R sq.

---

43. Col. 14.—Or 10....KB—QKt5; 11 B×Kt, 11 QP×B (11....BP×B; 12 KKt—KKt5, 12 B×Kt; 13 Kt×B, 13 Q—K2; 14 P×B, 14 Q×Kt; 15 Q—R5 ch. +); 12 P—Q5, 12 P×Kt; 13 R×B ch., 13 K—Q2; 14 Q×P +.

44. Col. 14.—If 11....Q—Q2; 12 P×P, 12 B×P (if 12....Q×P; 13 P—B4 followed by 14 P—Q5 wins); 13 Kt—K5, 13 Kt×Kt; 14 R×Kt and wins; for if 14....O—O; 15 Q—K2 wins a piece, as besides R×B, White also threatens R×QB, followed by KB—QB4;—or if 14....B—K3; 15 Q—K2, 15 K—B2; 16 R×B, followed by 17 KB—QB4 wins.

45. Col. 14.—Continued: 16....Q—K sq.; 17 QR—Kt sq., 17 P—QKt3; 18 Q—R3 +.

---

46. Col. 15.—If 9....Kt—B4; 10 KB—QKt5, 10 O—O; 11 B×Kt, 11 P×B; 12 Kt—K5, 12 B—Q2; 13 Kt—R4 +.

47. Col. 15.—The best answer to 11....Kt—B4 is 12 R×B.

48. Col. 16.—It is we believe quite safe for White here to confine the adverse pieces by 10 P—B5, followed immediately by P—QKt4.

---

49. Col. 16.—The above moves occurred in the well known correspondence game between Paris and St. Petersburg. But at the present point the game proceeded: 11....P—B3; 12 B×Kt (of course if 12 Q×R the reply 12....Q--B2 confines White's Q which must be ultimately lost for two Rooks in a position favorable for Black), 12....P×B; 13 Kt—Kt5, 13 QB—KB4; 14 QKt—B3+.

50. Col. 16.—Or 12 Q×Kt, 12 P×B; 13 Q—Kt5, 13 P—Q7; 14 QKt×P, 14 R—Kt sq.; 15 Q—Q3, 15 Kt×Kt; 16 Kt×Kt, 16 B—Q4 with a strong attack.

51. Col. 16.—Continued: 15 Q—R6, 15 Kt—Kt5; 16 Q—R4, 16 P—B3; 17 P—QR3 (if 17 Kt×B, 17 P×Kt; 18 Kt—K6, 18 Q—K sq.+), 17....Kt—Q6; 18 Kt×B, 18 P×Kt; 19 Q—B6 (if 19 Kt—K6, 19 B×P ch.; 20 K×B!, 20 Q—Q3 ch.+), 19....B×P ch; 20 K×B, 20 Kt×B; 21 Q—K6 ch., 21 K—R sq.+.

---

52. Col. 17.—If 7 P—QB4,? 7 P×QP; 8 O—O (or 8 P×P, 8 B—Kt5 ch; 9 K—B sq., 9 Q×P+), 8.... KKt—B3; 9 Kt×P, 9 P×P; 10 B×P, 10 B—K2 even game.

53. Col. 17.—7....P—B5?; 8 B×Kt, 8 P×B; 9 R—K sq., 9 P—B4; 10 Kt—K5, 10 B—K3; 11 Q—R5 ch., 11 P—KKt3; 12 Kt×P, 12 B—B2; 13 Q×BP, 13 B×Kt; 14 Q—K5 ch.,+.

54. Col. 17.—The piece is lost anyhow for if 10....K—K2; 11 R×Kt and wins.

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55. Col. 18.—The same line of play as here proposed may also be adopted for 6....KKt—B3.

56. Col. 18.—7....B—Kt5 is of no use on account of 8 Q—K sq. ch. followed by Kt—K5. And if 7....B—B4; 8 B×B, 8 Kt×B; 9 Q—K2 ch., 9 B—K2; 10 Q—Kt5 ch.+.

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	1 P—K4 / P—K4		2 KKt—B3 / KKt—B3		3 Kt×P
19	**20**	**21**	**22**	**23**	**24**
3 Kt×P?	3 Q—K2				
4 Q—K2 / Q—K2	4 KKt—B3 / Kt×P! **63**	4 Q×P ch.	4 P—Q4 / P—Q3		
5 Q×Kt / P—Q3	5 B—K2 / Q—Q sq.	5 B—K2 / B—B4	5 KKt—B3 / Q×P ch.		5 Kt—Q3 / Kt×P! **67**
6 P—Q4 / P—KB3	6 O—O / B—K2	6 O—O / O—O	6 B—K2 / B—B4	6 B—K3? / Kt—Kt5	6 B—K2 / P—Q4
7 P—KB4 **57** / Kt—Q2	7 R—K sq.— / O—O—	7 P—Q4 / B—Kt3	7 P—B3— **65** / Q—B7—	7 Q—Q2 / Kt×B	7 O—O / Q—Q sq.
8 QKt—B3 / BP×Kt **58**		8 Kt—B3 **64** / Q—K2		8 P×Kt / P—Q4	8 Kt—K5— / B—K2—
9 Kt—Q5 **59** / Kt—B3		9 QB—KKt5 / P—B3		9 Kt—B3 / Q—K3	
10 B—Kt5 ch. **60** / P—B3 **61**		10 Q—Q2+ D		10 B—Q3 / P—KB4+ **66**	
11 Kt×Kt ch. / P×Kt					
12 B×P ch. / P×B					
13 Q×P ch. / K—B2					
14 Q—Q5 ch.! + / D **62**					

Column 19. Move 14 Q—Q5 ch.

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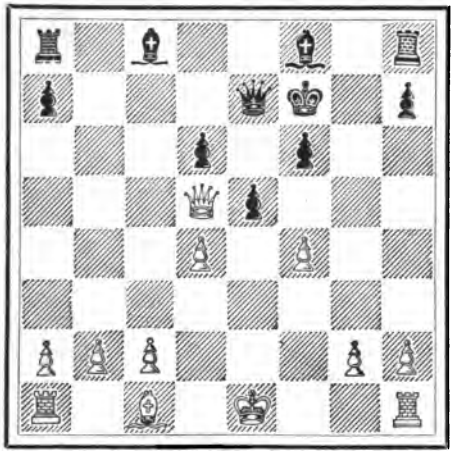

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Column 21. Move 10 Q—Q2.

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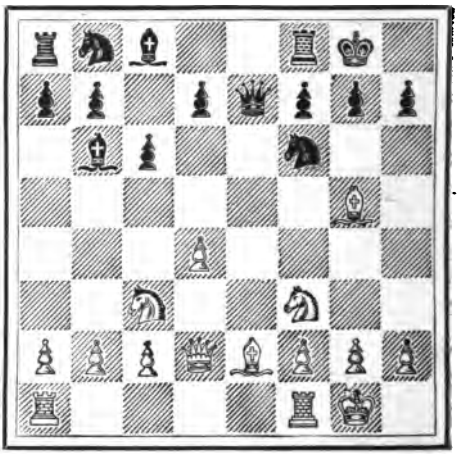

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57. Col. 19.—Quite as good at least is 7 QKt—B3, with the probable continuation: 7....QP×Kt; 8 Kt—Q5, 8 Q—Q3; 9 P×P, 9 P×P; 10 QB—KB4, 10 P—B3; 11 O—O—O (11 Kt—B3 or Kt—K3 also gives White the advantage), 11....P×Kt; 12 R×P, 12 Q—KKt3; 13 R×P ch., 13 K—Q sq.; 14 R—Q5 ch, 14 B—Q2; 15 Q—K5, 15 Q—QKt3; 16 KB—QKt5, 16 K—B sq. (if 16....Kt—B3; 17 Q—K6, etc.), 17 KR—Q sq. and wins.

58. Col. 19.—8....QP×Kt; 9 Kt—Q5, 9 Q—Q3; 10 P×P, 10 P×P; 11 P×P, 11 Q—B3 (or 11.... Kt×P?; 11 QB—KB4+ or 11....Q×P; 12 Kt×P ch.+); 12 KB—QKt5+.

59. Col. 19.—We consider this better than 9 BP×P, 9 P×P which in some contingencies gives Black more freedom for his KB.

60. Col. 19.—Equally good is 10 Kt×Q, 10 Kt×Q; 11 Kt—Q5, 11 K—Q sq.; 12 B—Q3, 12 P—B3; 13 B×Kt, 13 P×Kt; 14 B×QP, 14 P×QP; 15 B—Q2 followed by O—O—O which will soon win a P with a fine position.

61. Col. 19.—If 10....K—Q sq.; 11 Kt×Kt, 11 P×Kt; 12 BP×P, 12 BP×P (or 12....QP×P; 13 P×P, 13 P×P;—if 13....Q×P; 14 Q×Q, 14 P×Q; 15 B—Kt 5 ch., 15 B—K2; 16 O—O—O ch. and wins—14 B—Q2.+); 13 O—O, 13 B—Kt2; 14 P—KR4, 14 P—KR3; 15 Q—Kt6+.

62. Col. 19—This check is of importance before taking the R, and its object is to drive the adverse K—Kt2 where he blocks his own R which otherwise would help to obtain a strong counter attack. If, for instance, 14 Q×R at once, then 14....QB—Kt2; 15 Q×P, 15 P×QP dis. ch.; 16 K—B2, 16 Q—K5; 17 KR—Kt sq., 17 KR—Kt sq.; etc. Whereas, after the move we propose, Blacks best answer is clearly 14....K—Kt2; whereupon 15 Q×R is quite safe, for if 15....B—Kt2; 16 Q×P, 16 P×QP ch.; 17 K—B2, 17 Q—K5; 18 KR—Kt sq., 18 Q×QBP ch.; 19 K—K sq, 19 Q—K5 ch.; 20 K—Q sq.+.

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63. Col. 20.—This move in conjunction with Blacks next fully equalizes the game.

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64. Col. 21.—We consider this better than 8 P—QB4, to which Black's best reply is 8....P—Q3.

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65. Col. 22.—Keeping the centre compact, whereas 7 P—B4 would loosen it in a manner that might cause trouble in the ending.

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66. Col. 23.—White cannot get out of his weak centre P, and the two Bishops will also give Black the superior game after he develops his pieces.

---

67. Col. 24.—After 5....Q×P ch.; 6 B—K3!, 6 Kt—Kt5; 7 Q—Q2, 7 Kt×B; 8 P×Kt White has the better game, for Black cannot now play for stopping the centre P as in the previous column. If, for instance, 8....P—KB4; 9 Kt—B3, 9 Q—K2; 10 Kt—Q5, 10 Q—Q sq.; 11 P—K4, 11 P×P; 12 Q—K3, 12 B—B4; 13 Kt—B2 with the better game, for if 13....P—B3; 14 Kt×P, 14 P×Kt; 15 Kt×QP double ch., 15 K—Q2; 16 Kt×B, 16 B—Kt5 ch; 17 K—Q sq., 17 R—K sq.; 18 B—Kt5 ch.+.

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	25	26	27	28	29	30
1		P—K4 / P—K4				
2				KKt—B3 / KKt—B3		
3	Kt×P / P—Q3			B—B4? **75** / Kt×P		
4	Kt×P? / K×Kt			Kt—B3 / Kt×Kt		
5	B—B4 ch. / P—Q4!		B—K3?	QP×Kt / P—KB3! **76**		
6	P×P / B—Q3 **68**	B—Kt3 / Kt×P	B×B ch. / K×B	O—O **77** / Q—K2 **78**		
7	O—O / R—B sq.	Q—R5 ch. / K—K3 D	P—Q4 / K—B2	Kt—R4 / P—B3	R—K sq. / P—B3	
8	P—Q4 / K—Kt sq.	O—O **70** / KKt—B3	O—O / B—K2 **71**	Q—R5 ch. / K—Q sq.	QB—KKt5 / P—Q3 **80**	
9	B—Kt3 / K—R sq.	R—K sq. ch. / K—Q3	P—QB3 **72** / QKt—Q2	B—K3 **79** / P—Q4	B—R4 / Kt—Q2! **81**	B—K3?
10	P—QB4 / P—QKt3+ **69**	Q—K5 ch. / K—B3	Q—Kt3 ch. / P—Q4 **73**	QR—Q sq. / B—K3+	Kt—Q4 / P—Q4	B×B / Q×B
11		Kt—B3 / P—QKt4	P—K5 / Kt—K5		Kt—B5 / Q—B2	Kt—Q4 / Q—B2
12		Q—Q4 / P—QR3+	P—B3 / Kt—Kt4		B—Q3 / Kt—B4+	Q—Kt4 / Kt—R3
13			Kt—Q2+ **74**			QR—Q sq. / Kt—B2
14						P—KB4 / P—KKt3
15						Kt—B3 / P—KB4 D
16						Q—R3+ **82**

Column 26. Move 7....K—K3

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WHITE.

Column 30. Move 15....P—KB4.

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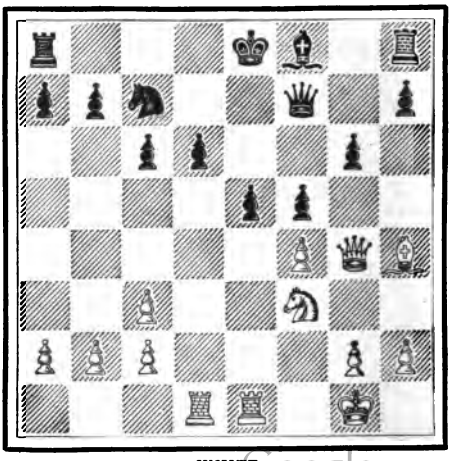

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68. Col. 25.—We prefer this to 6....Q—K sq. ch. recommended by some authorities, for after 7 K—B sq, 7 B—Q3; 8 P—Q4, followed by B—Kt 3 and P—QB4, Black will have difficulty to get his K into safety, and his Q is also not well placed.

69. Col. 25.—White's surplus of three Pawns is divided on the two wings, and his five Pawns to three on the Queen's side are weakened by the double Pawn.

---

70. Col. 26.—Or 8 Q—K2, 8 K—B3; 9 P—Q3, 9 Kt—B4; 10 Q—B3 ch., 10 K—K3+.

71. Col. 27.—Black evidently cannot venture on 8....Kt×P; on account of 9 Q—R5 ch., followed accordingly by Q—Q5 ch. or R—K sq.

72. Col. 27.—Stronger than the authorized QKt—B3. White's aim is either to drive the adverse King back to the last row before Black's KR can get into play, or else to get a third P, which, considering that White has all his Pawns on the board, must become very formidable in the end.

73. Col. 27.—If 10....K—B sq.; 11 Kt—Q2, followed by P—KB4 with a strong attack.

74. Col. 27.—Continuation: 13....R—Ksq. (or 13....P—B3; 14 P—KB4, 14 Kt—K3; 15 P—B5, 15 Kt—B2; 16 Kt—K4 with an excellent attack); 14 P—B4, 14 Kt—K3; 15 P—B5, 15 Kt—B sq. (if 15....Kt—Kt4; 16 P—KR4 and wins); 16 Kt—K4, 16 K—Kt sq.; 17 P—B6, 17 P×P; 18 P×P and wins.

---

75. Col. 28.—The same position may arise by a transposition of moves in the KB opening after 1 P—K4, 1 P—K4; 2 B—B4, 2 KKt—B3; 3 KKt—B3.

76. Col. 28.—The only move to maintain the P gained, and though White obtains apparently a strong attack Black by best defence ought to be able to get out with advantage in position and material.

77. Col. 28.—6 Kt×P would be bad on account of the rejoinder 6....Q—K2. But of course if Black reply 6....P×Kt at once White would win by 7 Q—R5 ch.

78. Col. 28.—Better than 6....P—Q3; 7 Kt—R4, 7 Q—K2; 8 Q—R5 ch., 8 K—Q sq.; 9 P—B4, 9 Kt—B3; 10 B—K3 with a strong attack.

79. Col. 28.—If 9 Kt—Kt6, 9 Q—K sq.; 10 B—Q3, 10 B—K2 and wins.

---

80. Col. 29.—Clearly necessary as White threatens R×P.

81. Col. 29.—By this move Black avoids all the complications suggested in our next column and prepares for the strong advance of P—Q4 which will give him the superior position as White's KB will be reduced to inactivity.

---

82. Col. 30.—Continued: 16....P—K5; 17 Kt—Kt5, 17 Q—BQ4; 18 R—Q4 followed by Kt×KP. It is however noteworthy that White instead of retreating the Q given in our main column might attempt to sacrifice her and we believe there is only one line of play to save Black's game. *e. g.* 16 P×P, 16 P×Q; 17 P×P dis. ch., and now it 17....Q—K3; 18 P—Q 7 ch., 18 K—B2; 19 Kt—Kt5 ch. and wins. Or if 17....Kt—K3, 18 Kt—K5, 18 B×P;! 19 Kt×Q, 19 B—B4 ch; 20 K—R sq., 20 K×Kt; 21 R—Q7 ch. and wins. But after 17....B—K2; 18 B×B (or 18 P×B, 18 Kt—Q4; etc.), 18....Kt—K3; 19 Kt—Kt5, 19 Q—B4; 20 Kt×Kt, 20 K—Q2; Black ought to win.

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1 P—K4 / P—K4		2 KKt—B3 / KKt—B3		3 B—B4 / Kt×P	
31	**32**	**33**	**34**	**35**	**36**
4 Kt—B3 / Kt×Kt				4 Q—K2 / P—Q4 **96**	
5 QP×Kt / P—KB3		5 P—Q3		5 Kt×P / B—K3 !	5 KB—QB4 ?
6 O—O / Q—K2		6 Kt×P / Q—K2 **88**		6 B—Kt3 **97** / Q—Kt4	6 P—Q3 / P×B **99**
7 R—K sq. / P—B3		7 B×P ch. / K—Q sq.		7 Q—Kt5 ch. / P—QB3	7 Q×Kt / O—O
8 R×P ? **83** / P×R		8 O—O / Kt—Q2 **89**	8 Q×Kt	8 Q×KtP / Q×KtP	8 Q×BP / Q—K2
9 QB—KKt5 / Q—Q3 ?	9 Q—B4 !	9 Kt×Kt / Q×B **90**	9 R—K sq. / Q—B3 **94**	9 R—B sq. / QB—KR6	9 P—Q4 ! **100** / B×P
10 Q—K2 / B—K2	10 Q—K2 / P—Q4	10 Kt—K5 / Q—B4 **91**	10 R—K8 ch. / K—Q2	10 Q×KBP ch. / K—Q sq.	10 Q×B / Kt—B3
11 R—Q sq. / Q—B2	11 Kt×P / B—K3	11 R—K sq. / B—K3 **92**	11 Q—Kt4 ch. / K—B3	11 B—B4 / KB—QB4+ **98**	11 Q—K3—
12 Kt×P **84** / P—Q4	12 Kt—Kt6 / K—Q2	12 Kt—B3 / Q—Kt3 **93**	12 B—Q5 ch. D / K×B		
13 Q—R5 ch. / P—Kt3	13 R—K sq. **86** / P×Kt	13 Kt—Kt5 / B—Kt sq.	13 Q—K4 ch. / K—B4		
14 Kt×KtP / P×Kt	14 Q×B ch. / K—B2	14 Q—Kt4 sq.+	14 B—K3 ch. / K—Kt4		
15 Q×R ch. / K—Q2	15 Q—K8 / Q—Q3		15 P—R4 ch.+ **95**		
16 R—K sq.+ D **85**	16 Q—B7 ch. / Q—Q2+ **87**				

Column 31. Move 16 R—Ksq.

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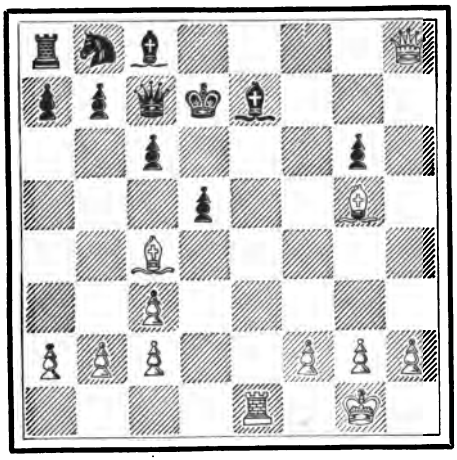

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Column 34. Move 12 B—Q5 ch.

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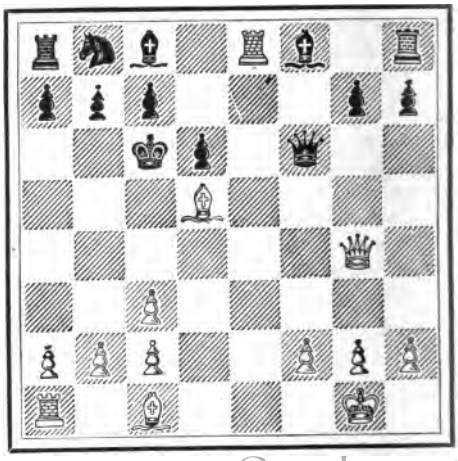

WHITE.

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83. Col. 31.—The attack is not lasting enough for such a heavy sacrifice.

84. Col. 31.—Much stronger than 12 B×B, 12 P—Q4; 13 Kt×P, 13 B—K3; 14 Kt—Kt6, 14 P×Kt; 15 Q×B, 15 Q×B; etc.

85. Col. 31.—If 16....B×B; 17 Q—K8 ch., 17 K—Q3; 18 Q—K5 ch., and wins the Q, for if 18.... K—Q2; 19 Q—K6 ch., and mates next move.

---

86. Col. 32.—Obviously White's best chance of continuing the attack. If 13 Kt×R, 13 Q×B and wins.

87. Col. 32.—Continued : 17 B—B4 ch., 17 K—Kt3; 18 B—K3 ch., 18 B—B4 and wins.

---

88. Col. 33.—Obviously Black dare not capture the Kt on account of 7 B×P ch., 7K—K2; 8B—Kt5 ch.

89. Col. 33.—A new and feasible defence, but Black's game is already too much compromised.

90. Col. 33.—Or 9....B×Kt; 10 Q—R5, 10 P—KR3; 11 B—Q2.

91. Col. 33.—If 10....Q—K3 or K sq., White answers with still greater force 11 R—K sq.,and obviously if 10....Q—K2 or —B3 then 11 B—Kt5 and wins.

92. Col. 33.—If 11....B—K2; 12 P—KKt4, 12 Q—B sq. (or 13....Q—K3?; 14 Kt—B6 ch., or if 13 ....Q—B3 ?; 14 B—Kt5+); 13 Q—Q5+.

93. Col. 33.—Obviously White threatens to win at once by Kt—Q4.

---

94. Col. 34.—Or 9....B—Kt5; 10 R×Q, 10 B×Q; 11 B—Kt5 ch., 11 K—B sq.; 12 R×B and Black dare not capture the R on account of the impending mate by R—Q8 (*Gossip's Manual*).

95. Col. 34.—White mates in two moves. This variation is given by Staunton.

---

96. Col. 35.—If 4 Kt×P, 4 P—Q4; 5 B—Kt3, 5 Q—Kt4; 6 O—O, 6 Q×Kt; 7 R—K sq., 7 KB—QB4; 8 Q—K2, 8 QB—KKt5, 9 Q×B, 9 B×P ch.; 10 K—B sq., 10 B×R; 11 Q—B8 ch., 11 K—K2; 12 Q×R, 12 Kt—Kt 6 ch.; 13 P×Kt, 13 B×P+.—(German *Handbuch*).

97. Col. 35.—Or 6 P—Q3, 6 Kt×P; 7 B—Kt 5 ch.?, 7 P—B3; 8 K×Kt, 8 Q—Kt3 ch.+.

98. Col. 35.—Black threatens R—KB sq., followed by R×P with an irresistible attack.

---

99. Col. 36.—If 6....B×P ch.; 7 K—B sq.!, 7 B—Kt3; 8 B—Kt3., 8 Q—K2; 9 B×P, 9 Q×Kt; 10 Q×Kt.—

100. Col. 36.—If 9 P—KB4, 9 Kt—B3; 10 Q—K4, 10 R—K sq.; 11 K—Q sq., 11 Kt×Kt (Stronger than 11 Q—R5 to which White may well reply 12 P—QB3,—not 12 QKt—Q2 on account of 12....B—Kt5 ch.; 13 QKt—B3, 13 Q—B7 etc.—and after 12....B—Kt5 ch.; 13 K—B2, 13 Q—B7 ch.; 14 Kt—Q2, Black threatens Kt×Kt and retains his P with a good game); 12 P×Kt, 12 Q×P; 13 Q×Q (best for Black threatens Q—R4 ch.); 14 B—Kt5 ch.+.

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Game 1.

Dufresne.

POTTER
MASON.

1	P—K4	P—K4	
2	KKt—B3	KKt—B3	
3	Kt×P	P—Q3	
4	KKt—KB3	Kt×P	
5	P—Q4	P—Q4	
6	B—Q3	B—Q3	
7	O—O	O—O	
8	P—B4	P—QB3	1
9	Q—B2	Kt—B3	
10	B—Kt5	P—KR3	2
11	B—K3	P×P	
12	KB×BP	QB—KKt5	
13	QKt—Q2	QKt—Q2	3
14	QB×RP	B×Kt	4
15	Kt×B	P×B	5
16	Q—Kt6 ch.	K—R sq.	
17	Q×RP ch.	K—Kt sq.	6
18	QR—K sq.	QKt—Kt3	
19	B—Q3	QKt—Q4	7
20	Kt—Kt5	B—B5	
21	R—K3!	D	8
	B×R		9
22	P×B	Q—R4	
23	B—B7 ch.	K—R sq.	
24	R×Kt & wins		10

Game 2.

Staunton and Wormald.

MACKENZIE
HAMMOND.

8	P×P	P×P	11
10	Kt—B3	Kt×Kt	
11	P×Kt	B—KKt5	12
12	QR—Kt sq.	Q—B2	13
13	P—KR3	B—R4	14
14	B×P ch.!	K×B	15
15	Kt—Kt5 ch.	K—Kt3	
16	P—KKt4	B—B5	
17	R×P!	D	16
	Q×R	B×B	
18	R—R sq.	Q—Q3 ch.	
19	K—B3	R—K sq.	
20	B—Kt3	Kt—R7 ch.	17
21	R×Kt	P—Kt5 mate	

Game 3.

Dufresne.

SCHIFFERS
AND
TSCHIGORIN.
ALAPIN
AND
PETROFFSKY.

6	QKt—B3	O—O	
7	B—K2	P—B4	
8	QB—KKt5	R—K sq.	
9	KKt—B3	P×P	
10	Kt×P	Kt—B3	
11	O—O	B—K4	
12	KB—Kt5	Kt×Kt	18
13	B×R	Q×B	
14	P—KB4	D	
15	B—Kt5	Q—Q3	19 20
16	Kt—K7 ch.	Kt×Kt	
17	B×Kt	Q—Q2	21
18	B×R	P×B	
19	Kt—K5	Q×P	
20	Kt×B	R×B	
21	Q—B3	P—B4	
22	Kt—K3	R—Q sq.	
23	K—B sq.	Q—Q6 ch.	
24	Q×Q	P×Q	
25	K—K sq.	P—QKt4	
26	P—QKt3	R—Q5	
27	K—Q2	R—B5	
28	P—B3	P—B5	
29	R—QB sq.	and wins	

Game 4.

Lowenthal-Morphy Games.

MORPHY
LICHTENHEIN

3	B—B4	Kt×P	
4	Kt—B3	P—Q4	22
5	B×P	KKt—KB3	
6	B—Kt3	B—Q3	
7	P—Q3	O—O	23
8	P—KR3	P—KR3	24 25
9	B—K3	Kt—B3	
10	Q—Q2	QKt—QR4	26 27
11	P—KKt4	Kt×B	
12	RP×Kt	B—Q2	28
13	KR—KKt sq.	Kt—R2	29
14	Kt—K4	K—R sq.	
15	P—Kt5	P—KR4	30
16	Kt—R4	P—KKt3	
17	Q—K2	B—B3	
18	P—KB4	P×P	31
19	B—Q4 ch.	K—Kt sq.	
20	Kt—B5	R—K sq.	32
21	Kt—R6 ch.	K—B sq.	
22	O—O—O	B×Kt	33
23	P×B	Q—K2	
24	P—K5	B×P	34
25	B×B	Q×B	
26	R—Q7	D	35
27	Q—Kt2	Q—B4	36
28	R—K2	R×R	
29	K×R	R—K sq. ch.	
	and wins.		37

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Potter v. Mason.

1. Game 1.—8....B—K3 is the usual move here. See continuation in Col. 16.

2. Game 1.—We prefer 10....P×P; for after 11 B×P ch., 11 K—R sq. Black would have the best of the game as he threatens P—KKt3 and will be able to defend the QBP which ought to give him the superiority in the end while White's King's side attack presents no danger if well taken care of.

3. Game 1.—An error of which the opponent takes advantage in a very ingenious manner.

4. Game 1.—Sound and brilliant.

5. Game 1.—It was not wise to effect this exchange for in certain eventualities he had the prospect of bringing this B to KB4 or Kt3 via R4, and at any rate, the retention of this B would have made White's attack more difficult.

6. Game 1.—An important move for the attack and one of great depth and insight into the game.

7. Game 1.—White's fine 18th move had provided against any attempt at releasing himself by 19....R—K sq., at this juncture, for then would follow 20 R×R ch., 20 Kt×R; 21 B—R7 ch., 21 K—R sq.; 22 B—Kt dis. ch. and makes in two more moves.

8. Game 1.—An exceedingly beautiful coup which wins by force.

9. Game 1.—It was irrelevant what he did for he could not have saved the game. If for instance 20 ....Kt×R; 21 P×Kt, 21 B×KP ch.; 22 K—R sq., 22 B×Kt; 23 Q×B ch., 23 K—R sq.; 24 R×Kt and wins. Of course, if 20....B×Kt: 21 R—Kt3 and wins.

10. Game 1.—For if after 24....Q—K8 ch.; 25 R—B sq., 25 Q×P ch.; 26 K—R sq. Black must give up the Q for Kt and his game is then hopeless.

Mackenzie v. Hammond.

11. Game 2.—This early exchange of Pawns has the disadvantage that it gives Black an open QB file and allows his QKt to occupy a better post at QB3 than he could otherwise obtain. White's QBP is also weaker than Black's QP.

12. Game 2.—QKt—B3 was preferable.

13. Game 2.—An error that exposes him to the loss of a P and to an irresistible attack.

14. Game 2.—Move 13 B×P ch. at once was much stronger and would have won a P, for if 13....K×B; 14 Kt—KKt5 ch., 14 K—Kt3; 15 Q×B, 15 B×P ch.?; 16 K—Rsq., 16 P—KB4; 17 Q—R3, 17 Kt—Q2; 18 Q×B, 18 R—R sq.; 19 Kt—R3 and wins.

15. Game 2.—Of course Black ought to have retreated his B—Q2.

16. Game 2.—Excellent play. White holds his grip on Black's position with firm hand.

17. Game 2.—Overlooking the very neat finish but his game was gone.

Schiffers and Tschigorin v. Alapin and Petroffsky.

18. Game 3.—The White allies rely too much on the apparent strength of their 14th move but as will be seen, their calculations are overreached by a further deep combination of their opponents.

19. Game 3.—The only correct move. If 15 B—B2, 15 B×Kt; 16 P×B, 16 Kt×P; 17 Q—Q sq., 17 Kt×B and wins (Dufresne).

20. Game 3.—15....Q—Q2; 16 B—B2, 16 B×Kt; 17 P×B, 17 Kt×P; 18 Q—Q sq., and Black dare not capture either Kt or B. (Dufresne).

21. Game 3.—Of course if Q×B the reply B—Q5 wins. The rest is easy.

(Continued on page 135)

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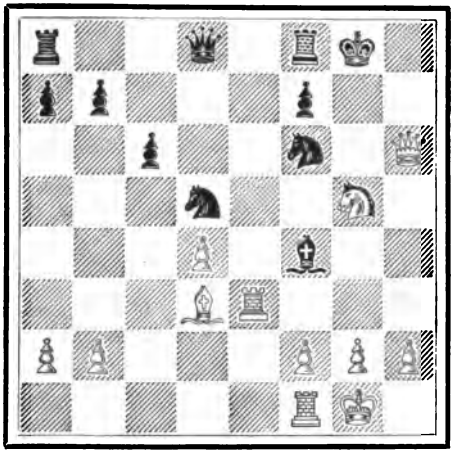
GAME No. 1.

Move 21. R—K3.

BLACK—MASON.

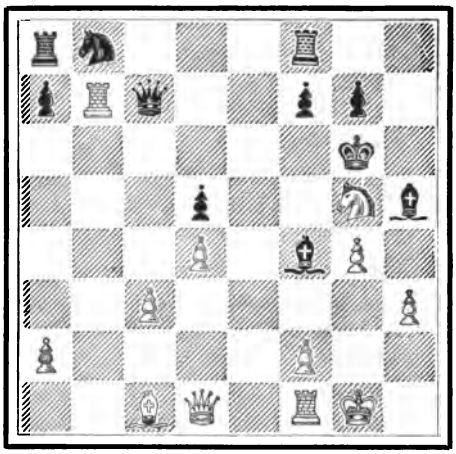


WHITE—POTTER.

GAME No. 2.

Move 17. R×P.

BLACK—HAMMOND.

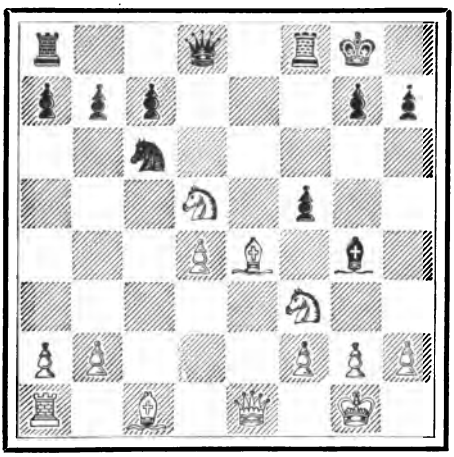


WHITE—MACKENZIE.

GAME No. 3.

Move 14....P—KB4.

BLACK—ALAPIN AND PETROFFSKY.

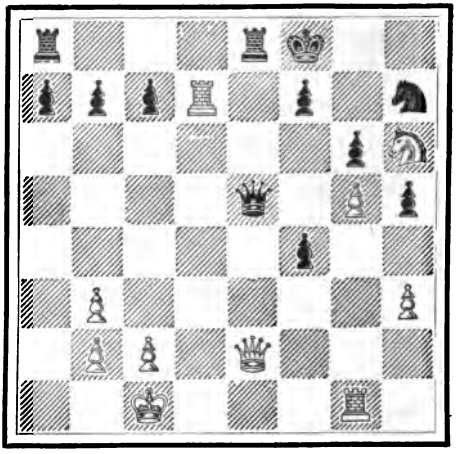


WHITE—SCHIFFERS AND TSCHIGORIN.

GAME No. 4.

Move 26. R—Q7.

BLACK—LICHTENHEIN.



WHITE—MORPHY.

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(Continued from page 133)

Morphy v. Lichtenhein.

22. Game 4.—A favorite countersacrifice and invention of Mr. Lichtenhein, but certainly inferior to Kt ×Kt.

23. Game 4.—Not good on general principles.

24. Game 4.—Quite justifiable, as White is not in need of castling on the King's side and may safely prepare an attack on that wing.

25. Game 4.—This is quite as compromising as unnecessary. This very P furnishes a mark for the hostile attack.

26. Game 4.—We consider 10 P—KKt4 at once stronger. A likely continuation was: 10....Kt—R2 (if 10....Kt—QR4; 11 P—Kt5, 11 P×P; 12 Kt×P with a strong attack); 11 P—Kt5, 11 P×P (this is best now, for White would otherwise advance P—Kt6); 12 KR—Kt sq., 12 B—K2; 13 Kt—Q5 with an excellent game.

27. Game 4.—Well played. After getting rid of the adverse KB, he can guard himself against the breaking in of the adversary on the King's side.

28. Game 4.—It would have been better to retreat Kt—R2 at once.

29. Game 4.—The delay in advancing P—Kt5 was unnecessary and even disadvantageous, for he will have forced an opening on the KKt file which would have been sure to be more useful for the attack than the plan adopted anon.

30. Game 4.—It should be noticed that unless Black had previously exchanged the adverse KB or moved his King, White could now proceed with P—Kt6 effectively.

31. Game 4.—The sacrifice of the P is hazardous and in fact unsound; but it was very difficult for the opponent to steer clear of all difficulties afterward.

32. Game 4.—Continued with ingenious energy and spirit. Obviously if Black take the Kt the reply Kt—B6 ch. or P—Kt6 wins.

33. Game 4.—An error of judgment which drifts him into further difficulties. The right move which would have won was 22....Kt×P, for if 23 R×Kt, 23 Q×R; etc., or if 23 B—B6, 23 R×Kt and wins.

34. Game 4.—Overlooking the adversary's beautiful scheme and its disastrous result for his game. B —B4 would have left him with a safe game and a P ahead.

35. Game 4.—Very finely played and absolutely decisive.

36. Game 4.—After 26....Kt×P; 27 R×Kt, 27 Q—B3; 28 Q×P, 28 P—B6; the continuation of 29 R ×P would lead to a draw as shown by Lowenthal. But White can win by force by 29 R—B5, for if 29....R—K8 ch.; 30 K—Q2, 30 Q×R!; 31 Q×Q, 31 P×Q; 32 R×P ch, 32 K—K sq.; 33 K×R and wins.

37. Game 4.—White's terminating moves are marked by masterly vigor and accuracy.

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1 P—K4 / P—K4 2 KKt—B3 / KKt—B3

Game 5.

JUDD, SELLMANN & WARE.

DELMAR, MOEHLE & GRUNDY.

3 Kt×P / P—Q3
4 KKt—KB3 / Kt×P
5 P—Q4 / P—Q4
6 B—Q3 / KKt—KB3 **38**
7 O—O / B—K2
8 P—B4 **39** / P×P
9 B×P / O—O
10 Kt—B3 / QB—KKt5 **40**
11 B—K3 / QKt—B3
12 B—K2 / P—KR3 **41**
13 QR—B sq. / P—QR3 **42**
14 P—QR3 **43** / B—Q3
15 Q—Q2 / Kt—K2
16 P—KR3 / QB—KB4
17 P—KKt4 **44** / Kt—K5
18 Kt×Kt / B×Kt
19 Kt—K5 / Kt—Q4
20 P—B4 / Q—R5 **45**
21 K—R2 / QR—Q sq.
22 B—B2 / Q—K2
23 B—QB4 / Kt—Kt3
24 KR—K sq. / B—Q4
25 B—Q3 **46** / Q—B3
26 P—KR4 / P—KKt4 **47**
27 RP×P / P×P
28 P×P / Q—B6

Game 5—Cont'd.

29 B—Kt3 / B×Kt
30 B×B / Q×P
31 R—K3 / B—B6
32 B—R7 ch. **48** / K×B
33 Q—Q3 ch. / K—Kt sq.
34 R×B / KR—K sq.
35 QR—KKt sq. / Q—K3
36 B—B6 **49** / Q—Q3 ch. **50**
37 K—Kt2 / Kt—Q4
38 Q—R7 ch. D / K×Q [**51**
39 R—R sq. ch. and mates next move.

Game 6.

Leipziger Schachzeitung, 1860.

ANDERSSEN KOLISCH.

3 Q—K2 / KKt—KB3
4 Q×P ch. **52** / B—K2
5 B—QB4 / O—O
6 O—O / P—Q4
7 B—Kt3 / P—B4
8 P—B3 / Kt—B3
9 Q—K2 / B—KKt5
10 P—KR3 / B—R4
11 P—KKt4 / B—Kt3 **53**
12 P—Q4 / Kt—K5
13 QKt—Q2 / P×P
14 KKt×P / QKt×KKt
15 P×Kt / P—KB4
16 P×P / Kt×Kt **54**
17 P×B / Kt—B6 ch. **55**
18 K—Kt2 / Q—Q3
19 R—KR sq. / B—KR5
20 B—K3 / Q×KtP ch.
21 K—B sq. / Q—K5
22 Q—B2 / Q—K3 **56**
23 Q—Q3 / R—KB4
24 QR—QB sq. / QR—KB sq.
25 R—B2 / Q—KKt3 **57**
26 R—B5 D **58** / Kt—R7 ch. **59**
27 K—K sq. **60** / Q—KKt7
28 R×Kt

Game 6—Cont'd.

29 Q×R / R×P
B×P ch. **61**
30 B×B / Q×B ch.
31 K—Q sq. / Q—Kt8 ch.
32 K—B2 / R—B7 ch. **62**
33 K—B3 / Q—K8 ch.
34 K—B4 / K—R sq.
35 R—KR5 / R—QB sq. ch.
36 R—B5 / P—QKt4 ch.
37 K×P / R—QKt sq. ch.
38 K—R6 / White mates in
39 8 moves. **63**

Game 7.

Lowenthal.

MORPHY (playing 8 games simultaneously blindfold) POTIER.

3 B—B4 / Kt×P
4 QKt—B3 / KKt—B3 **64**
5 Kt×P / P×Q4
6 B—Kt3 / B—K2 **65**
7 P—Q4 / P—B3
8 O—O / QKt—Q2
9 P—B4 / Kt—Kt3
10 Q—B3 / P—KR4? **66**
11 P—B5 / Q—B2
12 B—KB4 / B—Q3
13 QR—K sq. / K—B sq.
14 Q—Kt3 / P—R5 **67**
15 Kt—Kt6 ch. / K—Kt sq.
16 B×B / P×Q
17 B×Q / P×Kt
18 BP×P / P×P ch.
19 K—R sq. / B—Kt5
20 R—K7 / QKt—Q2
21 B—K5 / B—B sq.
22 R—B7 ch. / K—Kt sq.
23 Kt×P D **68** / P×Kt
24 B×P / Kt—Kt3 **69**
25 B—Q3 and wins

Game 8.

Dufresne.

AMATEUR KIESERITZKY.

3 Kt×P / Kt×P?
4 Q—K2 / Q—K2
5 Q×Kt / P—Q3
6 P—Q4 / P—KB3
7 P—KB4 / Kt—Q2
8 Kt—QB3 / BP×Kt
9 Kt—Q5 / Kt—B3
10 Kt×Kt ch. / P×Kt
11 B—Kt5 ch. / P—B3
12 B×P ch. / P×B
13 Q×BP ch. / K—B2
14 Q×R **70** / QB—QKt2
15 Q×P / P×QP dis. ch.
16 K—B2 **71** / R—Kt sq.
17 KR—KKt sq. / Q—K5
18 P—KKt3 / Q×QBP ch.
19 K—B sq. **72** / Q—Q8 ch.
20 K—B2 / Q—B6 ch.
21 K—K sq. / B—Kt2 D **73**
22 Q×P / R—K sq. ch.
23 K—Q2 / R—K7 ch.
24 K—Q sq. / R—KB7 dis. ch.
25 K—K sq. / Q—K7 mate.

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Judd, Sellmann and Ware v. Delmar Moehle and Grundy.

38. Game 5.—Not a good move for they obtain a position quite identical with one arising in the French defence excepting that they are a move behind.

39. Game 5.—The routine play in this opening, but inadvisable in the present situation, Kt—K5 was far superior.

40. Game 5.—We prefer QKt—Q2 followed by Kt—Kt3 and P—QB3 with the ultimate object of fixing one of their pieces at Q4.

41. Game 5.—Quite useless. They had nought to fear from the adverse B and could have played 12 ....B—Q3; whereupon if 13 QB—KKt5, 13 B×Kt; 14 B×B, 14 Kt×P and obviously White dare not retake on pain of losing the Q by B×P ch., and if 15 B×P, 15 R—Kt sq., still remaining with a P ahead.

42.—Game 5.—Also loss of time as White could not well play Kt—QKt5 without subjecting himself to the fixture of the adverse Kt in the centre at Q4.

43. Game 5.—All contrary to our principles as explained in our introduction.

44. Game 5.—Rather a bold advance which makes the KtP a mark of attack from the hostile KBP.

45. Game 5.—Waste of time all the more as 20....P—KB4 was clearly much stronger, in which case if 21 P—Kt5, 21 P×P; 22 P×P, 22 P—B5+, for if 23 B×P, 23 R×B; 24 R×R, 24 Q×P ch., and unless White played 21 P—Kt5 Black was bound to obtain some advantage by opening the KB file or by Q—R5 to follow.

46. Game 5.—Clearly if Kt—Kt6 Black answers Q—B3 and White dare not capture the R.

47. Game 5.—An illjudged counter attack which ends in their own discomfiture. Better was 26....P—KKt3; for White could not well advance 27 P—Kt5 in reply, on account of Black exchanging Pawns followed by Q—R sq. ch. or Q—B6 accordingly.

48. Game 5.—An excellent resource which not alone releases White's game from the pressure of hostile pieces but transfers the attack completely into their own hands.

49. Game 5.—At last the B which has been threatened to be taken off by R or Q for the last two moves is safely fixed and Black's King is accordingly imprisoned.

50. Game 5.—This helps the opponents but there was no help for themselves. If 36....Q—K7 ch.; 37 R—Kt2, 37 Q×Q; 38 R×Q, 38 Kt—Q4; 39 R—R3, 39 Kt×B; 40 P×Kt dis. ch. and mates next move.

51. Game 5.—A very pretty termination.

Anderssen v. Kolisch.

52. Game 6.—Compare our columns 20 and 21.

53. Game 6.—12 Kt×P would have been unsound on account 12....P×Kt; 13 B×P, 13 Q—K3; 14 B—Q3, 14 B×P+.

54. Game 6.—Necessary, for if 17 B×P, 17 Kt×Kt; 18 B×Kt, 18 Q×B and wins.

55. Game 6.—18 Kt×R would not have been good on account of 18....Q—R5; 19 P×P!, 19 B×P ch; 20 R—B2, 20 Q—B3, etc.

56. Game 6.—White could have won at least one P by Q×B followed by Kt×QP dis. ch., but on account of the Bishops of opposite color the game was likely to end in a draw after that.

57. Game 6.—A very strong move.

58. Game 6.—Probably his best. If 26....K—K2; 27 Q—Kt7, 27 R—KB sq.; 28 B×P, 28 B×B; 29 Kt—Kt8 ch., and wins.

59. Game 6.—Very fine play.

60. Game 6.—Of course if R×Kt White could win the Q by R×P ch.

61. Game 6.—Best. Perhaps the simplest plan would have been Q—R8 ch. followed by R×R.

(Continued on page 139)

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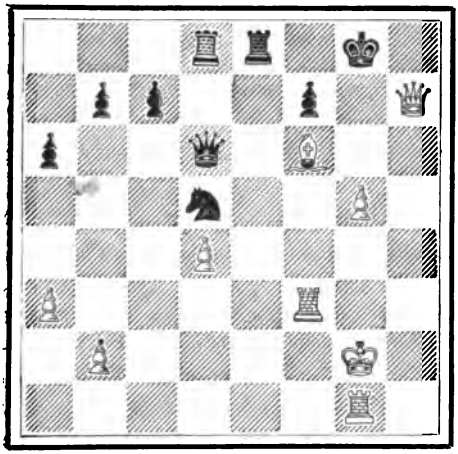
GAME No. 5.

Move 38. Q--R7 ch.

BLACK—DELMAR, MOEHLE AND GRUNDY.

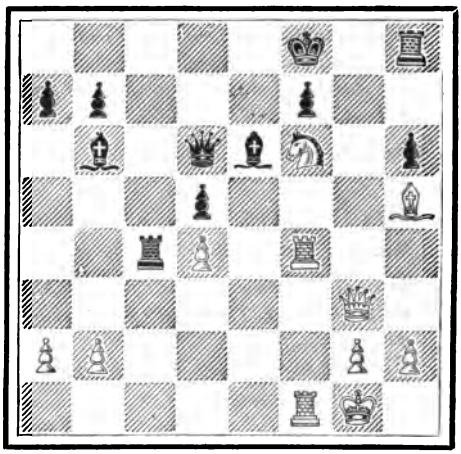


WHITE—JUDD, SELLMANN AND WARE.

GAME No. 6.

Move 26....R—B5.

BLACK—KOLISCH.

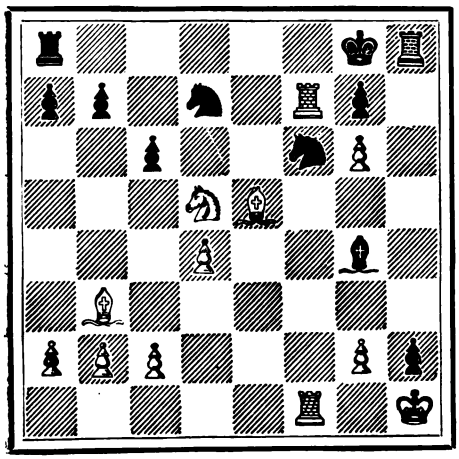


WHITE—ANDERSSEN.

GAME No. 7.

Move 23. Kt×P.

BLACK—POTIER.

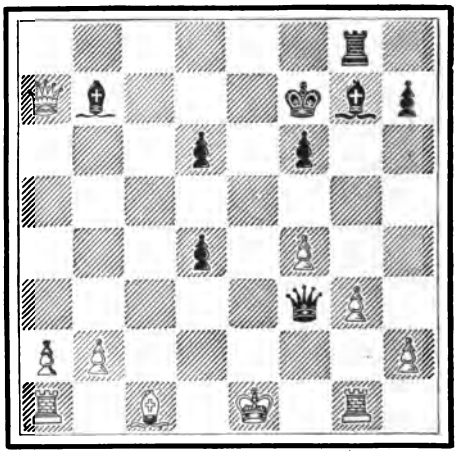


WHITE—MORPHY.
(Playing 8 games blindfold)

GAME No. 8.

Move 21....B—Kt2.

BLACK—KIESERITZKY.



WHITE—AMATEUR.

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(Continued from page 137.)

62. Game 6.—33 Q—Kt7 ch. is deceptive, as White gains nothing after 33....Q—Q2; and if 34 R—B7?; 35 R—Kt5 dis. ch., and wins.

63. Game 6.—Thus: 39 R—KB3 ch., 39 K×P; 40 Q—K2 ch., 40 K×R; 41 R—Kt3 ch., 41 K—B8; 42 Q—K sq. ch., 42 K—B7; 43 Q—QKt sq. ch., 43 K—Q7; 44 R—Q3 ch., 44 K—K7; 45Q—Q sq. ch., 45 K—B7; 46 R—B3 mate.

Morphy v. Potier.

64. Game 7. This move equalizes the game. but as shown in Col. 28 Black may maintain the P by 4 ....Kt×Kt with a safe game.

65. Game 7.—P—B3 followed by B—Q3 is much superior.

66. Game 7.—A weak move. Black is losing too much time, and his King's side is also compromised by this advance.

67. Game 7.—Black drops into the ingenious trap laid by the opponent. K—Kt sq. was now indispensable.

68. Game 7.—Highly ingenious and, considering that White was playing this blindfolded along with seven other games, the combination initiated by this move belongs to the finest pieces of Chess Strategy.

69. Game 7.—Obviously, if KKt×B White mates on the move by R×KtP ch., and if 24....QKt×B; 25 R×Kt dis. ch., 25 Kt—B2; 26 R×Kt, and wins.

Amateur v. Kieseritzky.

70. Game 8.—Compare up to this juncture Table 6, Col. 19. The right move is here 14 Q—Q5 ch.

71. Game 8.—Best. If 16 K—Q2, 16 R—Kt sq.; 17 Q×P, 17 R×P ch.; 18 K—B3, 18 B—K5; 19 B—Q2, 19 Q—B2 ch., with a winning attack.

72. Game 8.—If 19 K—K sq., 19 Q—K5 ch.; 20 K—Q sq., 20 B—K2; 21 B—Q2 (or 21 R—K sq., 21 Q—B6 ch.; 22 R—K2, 22 P—Q6, and wins), 21....Q—B6 ch.; 22 K—K sq., 22 R—K sq., and wins

73. Game 8.—Black's attack is excellently conducted.

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PHILIDOR'S DEFENCE.

The move 2. . . . P—Q3, in the KKt opening, is already noticed in the Gottingen M. S. and by Italian authorities. The defence thereby initiated is now known as Philidor's Defence, bearing its name after the great French master who first gave it an extensive analysis. Philidor chiefly rested his defence on the counterattack by 3. . . . P—K B4 in reply to 3 P—Q4. More modern researches have, however, proved this move absolutely unsound. Philidor probably based his preference of 2. . . . P—Q3 on the idea that the Knight ought-not to obstruct any Pawn in the early part of the game. Modern experience has proved quite the contrary, and both the KKt opening, as well as the QKt opening are now recognized as belonging to the strongest initiatory moves for the attack on the second move, albeit in each case a Pawn is obstructed by the development of the respective Knights.

In our opinion, not alone the continuation 4. . . . P—KB4 on which Philidor chiefly based his defence, but the whole opening is more disadvantageous for the second player than the regular 2. . . . QKt—B3. For the attack, however, we find that after 3 P—Q4, 3 P×P; the continuation 4 Kt×P is much stronger than 4 Q×P, which used to be invariably favored by old masters.

In all the variations arising from the last-named move, it seems to us that White can only equalize the game, and if he tries to force the attack, he even gets the worst of it. This is chiefly due to the circumstance that he has to exchange a B for a Kt very early, and the power of the two combined Bishops is quite strong enough to keep at least the balance for Black. On the other hand, 4 Kt×P is, on principle, the natural move, for it frees White's KBP for an ultimate attacking advance, and White's KKt in the center cannot easily be got rid of, as it obviously weakens Black's QP to advance P—QB4. In our own practice we have favored 3 B—B4 for the attack, which the author introduced in 1865, in the Dublin Tournament against the Rev. G. A. MacDonnell. It may produce a slow game, like the Giuoco Piano, but Black will labor under the disadvantage of not being able to make good use of either of his Bishops, for his KB evidently remains blocked; and as regards the QB, it appears to us equally unfavorable for the second player to attempt its exchange for the adverse KKt by B—KKt5, as to oppose White's KB at K3. In the latter case Black will be saddled with a bad doubled Pawn in the centre, which also hampers his advancing his QP, as thereby both his King's Pawns are left isolated if White does not exchange Pawns.

The first table is devoted to the attack 3 B—B4, which we hold to be at least as good as 3 P—Q4. In Col. 1 we illustrate the mode of procedure against the defence 3 . . . . B—K2, and we differ from authorities who recommend 4 P—Q4. Our substitution of 4 P—B3 seems to us preferable on the ground that it gives White the option of forming a centre by the advance of P—Q4, or else of supporting his loose KP by P—Q3.

In the next column we give a variation that is likely to be played for the defence, though we have not seen it mentioned, and the point of the line of play indicated is somewhat instructive for beginners, inasmuch as it shows that White obtains much the superiority, though he has to move his King early in the game.

In Col. 3 we present some modifications of the lines of play on each side which were hitherto considered the best, and the steady sort of development which we afterward

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favor for the first player, seems to us to yield a slow but sure advantage, especially under the circumstances that Black cannot get rid of his doubled center Pawn.

In Col. 4 we propose our amendment on one of the established lines of play on White's sixth move; the complications and the tactical surprises that arise from our alteration will, we believe, afford good instruction for the student.

The next column shows in what manner the6th movehitherto recommended can be met, and by a mere alteration of Black's next reply, for which 6. . . .Q—B3 used to be recommended, we think we prove in conjunction with the subsequent demonstration that the variation ought to end in favor of the defence.

The main play of the last column of the Table is already given by Allgaier, and we have only suggested some slight tactical improvement at the end where a mating position is pointed out that has hitherto been overlooked.

In Cols. 7 and 8 of the second Table we have to reverse the judgment that seems to have been accepted by most authorities, for we approve of 9 Kt×R which, we believe, has been condemned on fallacious grounds; whereas, we discard 9 Kt×B, which hitherto was considered best. In Col. 9, however, the advantage accruing to White by best play on the other side (though no doubt the best defence is far from obvious in minor variations pointed out) is so small that on account of this variation alone we would recommend the move 4 P—Q3 in preference to 4 P—Q4 as the safer course.

In Col. 10 positions are equalized in consequence of our proposition 6. . . .Kt —Kt sq., in lieu of 6. . . .Kt—K2 hitherto authorized. In fact, owing to the far advanced QP, we would very slightly prefer Black's game for reasons indicated in our introduction. But the difference is so imperceptible in the present position, owing to the undeveloped state of Black's king's side, that we did not feel justified in marking the position notably in favor of the defence.

Col. 11 is given as an example of a feasible line of play that might be adopted for the defence by inexperienced players, and it is shown how to take advantage of Black's defective tactics in a speedy manner.

In Col. 12 we quite agree with the conclusions of the authorities that the initiatory move of the variation ought to end in White's favor, but we introduce some varieties in the demonstrations which lead to very interesting complications.

Table III presents the old attack by 3 P—Q4 and 4 Q×P. The line of play adopted by Harrwitz against Morphy on the 7th move is the key to the defence, and we show in Col. 13 that Black obtains an advantage in position if White pursue the plan of exchanging Knights and Queens.

Col. 14 is an ingenious idea of Herr Hamppe, the author of the Vienna opening. It has not been noticed in the books yet, but it is, nevertheless, so strong for the defence as to be in itself an undeniable answer to the old attack by 7 QB—Kt5.

In Col. 15 we prefer the retreat of 8 B—K3 in accordance with one of our maxims laid down in our introduction, namely, that the B should, if possible, be posted in the centre and keep command of both wings, and we think the position arising from our suggestion shows greater advantage on its surface for White than the variations springing from 8 B—R4, which used to be the fashion twenty years ago.

In Col. 16 we notice the defence 4. . . .B—K3, and again we base new demonstrations on the reserved attack 8 B—K3 in preference to the old book move 8 B—R4, and we believe the logical sequence will show that the B comes in more handy for the attack at the post we select.

Col. 17 is a variation which, in our opinion, leads to an even game, though Black has the advantage of his two Bishops that in most lines of play in this opening gives the defence the preferable position. The point is that White, having again posted his QB—

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K3 instead of K—Kt5, does not afford opportunities for the defence to gain time by withdrawing his Kt and offering an exchange.

Col. 18 treats an attack that sometimes has been favored by old masters like Lowenthal, for instance, but has been somewhat underrated in theory, for we consider, it anyhow, stronger than the old line of play, 4 Q×P. The column is quoted from the Lipschutz edition of *Gossip's Manual.*

On Table IV the same initiatory line of play is further tested against the answer 4....KKt—B3, with a similar result in favor of the first player, who, though he does not gain any material, manifestly obtains the superior position.

Col. 20 deals with the famous counterattack which Morphy adopted against various players and produced in his practice some of the finest specimens of brilliancy. Some will be found in our game department of this opening, but though the initiatory 3....P—KB4 is almost unanimously condemned in modern analysis opinions differ as regards the line of play to be adopted for the attack. We give in Col. 20 the one that has been held the strongest by various authors, but introduce some modifications on White's 11th move which we think leads to a quicker and more potent result for White.

Yet we cannot help showing our misgiving about the efficiency of the whole line of attack commenced by White with 4 QKt—B3, for we think that an apparently slight alteration in the order of moves as hitherto given produces an even game for the defence.

For that reason we altogether give preference in Col. 22, to 4 P×QP, for the attack, and this line of play might also be available for the first player in the counter gambit on the second move arising from 1 P—K4, 1 P—K4; 2 KKt—B3, 2 P—KB4; 3 P×P, 3 P—Q3; 4 P—Q4, 4 P—K5, which, by transposition of moves, shows the same situation as in Col. 22. The next column gives a similar result in White's favor against the most feasible alteration of the defence.

In Col. 24 we turn into lines of play arising from two more moves that actually occurred in Morphy's play, and though no doubt it is preferable to adopt the attack given in our Col. 22 on the 4th move, we believe that even at that stage on the 6th move we can prove the advantage for the first player in consequence of a modification of the attack with 6 QKt—B3. Other continuations of this form of opening will be found in the Illustrative Games.

Table V deals with continuations for the defence with the result that by best play White obtains the superiority, but any indifferent move in the attack enables Black to get an even game. But noteworthy is Col. 29 in which Black has an opportunity of gaining a P on the 6th move, and his seizing that advantage seems very feasible. Yet the defence is thereby involved into great difficulties which, however, require some niceties of play on White's part in order to obtain the superiority for his side.

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	1 P—K4 / P—K4	2 KKt—B3 / P—Q3	
First Continuation	3 B—B4		
First Defence	3 B—K2		Col. 1.
Second Defence	3 KKt—B3		Col. 2.
Third Defence	3 B—K3		Col. 3.
Fourth Defence	3 P—KB4	3 P—KB4	Cols. 4 to 12.
Second Continuation	3 P—Q4 / P×P	4 Q×P?	
First Defence		4 QKt—B3?	Cols. 13 to 15, and 28.
Second Defence		4 B—K3?	Col. 16.
Third Defence		4 KKt—B3	Col. 17.
Fourth Defence		4 B—Q2	Col. 27.
Third Continuation	3 P—Q4 / P×P	4 Kt×P	
First Defence		4 P—Q4	Col. 18.
Second Defence		4 KKt—B3	Col. 19.
Fourth Continuation	3 P—Q4 / P—KB4?	4 QKt—B3	Cols. 20, 21.
Fifth Continuation	3 P—Q4 / P—KB4?	4 P×BP	Cols. 22, 23.
Sixth Continuation	3 P—Q4 / P—KB4?	4 P×KP	Col. 24.
Seventh Continuation	3 P—Q4 / B—Kt5?		Cols. 25, 26.
Eighth Continuation	3 P—Q4 / KKt—B3		Cols. 29, 30.

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1 P—K4 / P—K4 — 2 KKt—B3 / P—Q3 — 3 B—B4 (1)

1	2	3	4	5	6
3 B—K2 (2)	3 KKt—B3	3 B—K3 (5)	3 P—KB4		
4 P—B3 / P—B3	4 Kt—Kt5 / P—Q4	4 B×B / P×B	4 P—Q4 (8) / P×QP		4 P×KP
5 O—O / Kt—B3	5 P×P / Kt×P	5 P—B3 / QKt—B3	5 Kt—Kt5 / KKt—R3		5 Kt×P / P×Kt
6 P—Q3 / O—O	6 P—Q4 / P×P (4)	6 Q—Kt3 / Q—B sq.	6 Kt×P / Q—K2 (9)	6 O—O? / Kt—B3 (12)	6 Q—R5 ch. / K—Q2
7 B—Kt3 / B—Kt5	7 Q—B3 / Q—K2 ch.	7 O—O / Kt—B3	7 Q—R5 ch. / K—Q2	7 P×P (13) / B×P	7 Q—B5 ch. / K—B3
8 P—KR3+ (3)	8 K—Q sq.+	8 Kt—Kt5 / Kt—Q sq. (6)	8 QB—KKt5 / Q×P ch.	8 R—K sq. ch. / K—Q2	8 Q×P (K5) / P—QR3
		9 P—Q3 ! / P—KR3	9 K—Q2 / Q—Kt5 (10)	9 B—K6 ch. / B×B	9 P—Q5 ch. / K—Kt3
		10 Kt—R3 / P—Q4	10 Q—Kt6 / R×Kt	10 Kt×B / Q—R5+	10 B—K3 ch. / B—B4 (14)
		11 K—R sq.+ (7)	11 B—Q5 / P—B3 (11)		11 B×B ch. / K×B
			12 P—KR3+ D		12 P—QKt4 ch.! / K×P (15)
					13 Kt—Q2 / P—QKt4 (16)
					14 R—Kt sq. ch. / K—B4 (17)
					15 Kt×P ch.+ D (18)

Column 4. Move 12 P—KR3.

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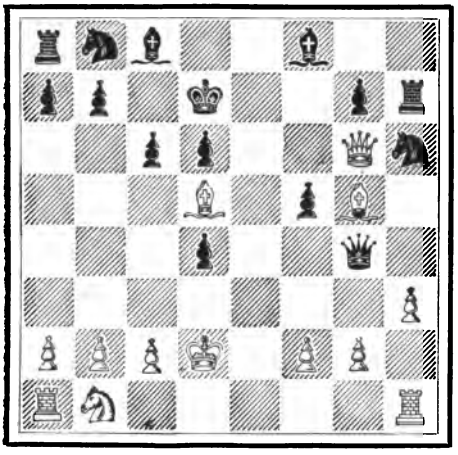

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Column 6. Move 15 Kt×P ch.

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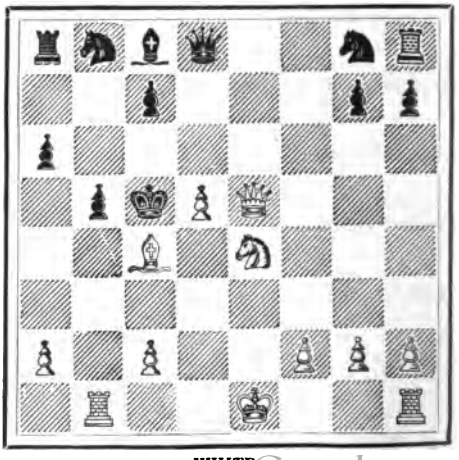

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1. Col. 1.—We consider this quite as good at least, as 3 P—Q4.

2. Col. 1.—A move favored by Harrwitz.

3. Col. 1.—White has a position similar to one arising in the Giuoco Piano, with the advantage that Black's KB is confined and is likely to remain so. Should Black now exchange B against Kt, White retakes with the Q followed soon by P—KKt3, Q—K2, K—Kt2, and P—KB4, as occurred between the author and Mr. MacDonnell in Dublin. Should, however, Black now answer 8....B—R4 then White would advance P—KKt4, followed by Q—K2, with the superior game.

---

4. Col. 2.—If 6....P—KR3; 7 P×P+.

---

5. Col. 3.—Or 3....B—Kt5; 4 P—KR3; because he ought not to wait until Black may play Q—B3, and then double the KBP followed by Kt—K2 and Kt—Kt3, the weak point at White's KB4, and the latter's doubled Pawn at least balances his two Bishops in such a position.

6. Col. 3.—If 8....K—K2; 9 Kt×KP, 9 Q×Kt; 10 Q×P+.—(German *Handbuch*.)

7. Col. 3.—Black is hampered by his doubled Pawn, and the continuation might be 11....Kt—B3 (of course Black dare not capture the Pawn twice on account of the ultimate Q—R4 ch.); 12 P—B3, 12 B—B4; 13 Kt—Q2, 13 O—O; 14 Q—B2, followed by Kt—Kt3 and B—Q2. White will ultimately have the option of opening the game after the preparations either by P—KB4, or P—Q4, or else by advancing the QRP, or he may play the waiting game, and rely on the better position of his Pawns for the ending.

---

8. Col. 4.—The simplest and surest plan of continuing the attack is we believe 4 P—Q3, which gives a position similar to the King's Gambit declined, with a move ahead for White and Black's KB shut in.

9. Col. 4.—If 6....Q—R5; 7 Kt—Kt5, 7 P×P! (or 7....Kt—B3?; 8 P—QKt3, 8 Q—Kt5; 9 B—K2, and wins); 8 Q×P+. The German *Handbuch* gives the following variations: If 6....R×Kt; 7 Q—R5 ch., 7 K—Q2; 8 Q—Kt6, 8 R—R sq.; 9 B×Kt, 9 Q—K2 (should the Q move to B3 White would exhange Queens and Bishops followed by P×P with a P ahead); 10 Q×BP ch., 10 K—Q sq.; 11 QB—KKt5, 11 B×Q; 12 B×Q ch., 12 B×B; 13 P×B+.

10. Col. 4.—After 9....B—K2; 10 R—K sq., 10 B×B ch.; 11 Q×B, 11 Q×R ch. (or 12....Q—Kt5?; 13 B—Kt5 ch., and mates next move); 12 K×Q, 12 R×Kt; 13 Q—Kt6, White also wins with ease.

11. Col. 4.—Or 4....P—B5; 12 R—K sq., 12 P—B3; 13 Q—K8 ch., 13 K—B2; 14 Q or B—Q8 mate.

---

12. Col. 5.—As shown in the German *Handbuch* White wins if 6....QB3 by 7 P×P, 7 B×P; 8 R—K sq. ch., 8 K—Q2; 9 B—K6 ch., 9 B×B; 10 Kt×B, 10 Kt—B3; 11 B×Kt, 11 Q or P×B; 12 Q—Kt4, etc.

13. Col. 5.—Now, the resource 7 Kt×P does not answer as well on account of 7....Q—R5; 8 P—KKt3 (or 8 Kt—Kt5, 8 KKt—Kt5; 9 KKt—B3, 9 Q—R4), 8....Q—Kt5; 9 B—K2, 9 Q—Kt3; 10 Kt×B, 10 K×Kt; and we prefer Black's game.

14. Col. 6.—Or 10....P—B4; 11 P×P *e. p.*, 11 K×P; 12 Kt—B3, 12 Q—Q3 (or 12....B—Q3; 13 B—Kt5 ch., 13 P×B; 14 Q×QKtP ch., 14 K—B2; 15 Kt—Q5 mates); 13 B—Kt5 ch., 13 P×B!; 14 Q×QKtP ch., 14 K—B2; 15 B—Kt6 ch., 15 Q×B; 16 Kt—Q5 ch., and wins.—German *Handbuch*.

15. Col. 6.—If 12....K×B; 13 Q×P ch., 13 K—Kt4; 14 P—QR4 ch., 14 K—Kt3; 15 Q—Q4 ch., 15 P—B4; 16 Q×P mates. German *Handbuch*.

16. Col. 6.—Or 13....Q—B3; 14 R—Kt sq. ch., 14 K moves; 15 Q×BP with or without ch., and wins.

17. Col. 6.—If 14....K—R4; 15 Q—Q4, 15 Q—B3 or Q3; 16 Kt—Kt3 ch., 16 K—Kt5 (if 16....K—R5; 17 B×P double ch., and mates next move either by Q—R4 or P—R4); 17 P—R3 ch., 17 K×P; 18 R—QR sq. ch., 18 K—Kt4; 19 P—B3 mate.

18. Col. 6.—White wins with ease, for if 15....K—Kt3 (or 15....K×B; 16 R—Kt4 ch., 16 K×R; 17 Q—B3 ch., 17 K—R5; 18 Kt—B5 mate); 16 Q—Q4 ch., 16 K—R4 (if 16....K—Kt2; 17 Kt—B5 ch., 17 K—R2; 18 Kt×RP dis. ch., 18 K×Kt; 19 B×P ch., 19 K—R4!; 20 Q—Kt4 ch., 20 K—Kt 3; 21 B—B6 dis. ch., 21 K—R2; 22 Q—B5 ch., 22 K—R3; 23 Q—R3 mate); 17 B×P, 17 P×B; 18 Q—Kt4 ch., 18 K—R3; 19 Q×P ch., 19 K—R2; 20 Q—B5 ch., 20 K—R3; 21 Q—R3 mate.

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1	2	3	4
P—K4 / P—K4	KKt—B3 / P—Q3	B—B4 / P—KB4?	P—Q4

7	8	9	10	11	12
4 P×KP		4 QKt—B3			
5 Kt×P / P—Q4		5 QP×KP / QP×KP **25**	5 Kt—Kt5 / Kt—R3		
6 Q—R5 ch. / P—KKt3		6 Q×Q ch. / K×Q	6 P—Q5 **29** / QKt—QKt sq.! **30**	6 Kt—K2?	
7 Kt×P / KKt—B3		7 QB—Kt5 ch. / Kt—B3	7 QKt—B3 **31** / P×P	7 QKt—B3 / P×P	7 P—B3
8 Q—K5 ch. / B—K2		8 Kt—B3 / B—Q3 **26**	8 QKt×P— / B—B4—	8 QKt×P / B—Kt5	8 P—KB4 / KP×P **33**
9 Kt×R **19** / P×B	9 Kt×B? / QKt—Q2	9 O—O—O / P×P		9 B—Kt5 ch. / P—B3	9 B×P / Kt—Kt3
10 Kt—B3! **20** / Kt—B3	10 Q—Kt3 / Q×Kt	10 Kt—Q2 **27** / QB—Kt5		10 P×P / P×P **32**	10 Q—R5 / Q—B3
11 Q—KKt5! / B—K3 **21**	11 B—Kt3 / KR—Kt sq.	11 QR—K sq. + **28**		11 Kt×P ch. / K—Q2	11 O—O / P×KP **34**
12 O—O / Q—Q2 **22**	12 Q×P / R×P			12 Q—Q3+	12 P—KR3 / B—B4
13 P—Q5 D / B×P	13 B—K3 / Kt—Kt5+ D **24**				13 B—K3 / Q—K4
14 R—Q sq.+ **23**					14 P×P+ **35**

Column 7. Move 13 P—Q5.

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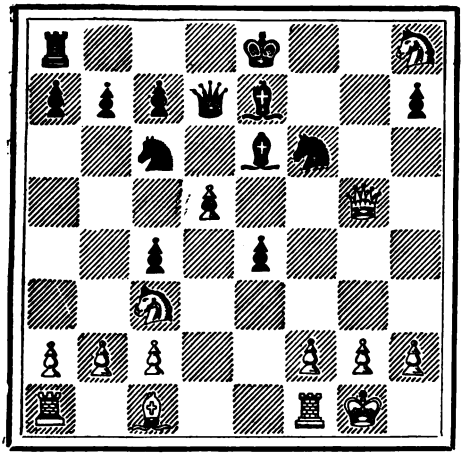

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Column 8. Move 13....Kt—Kt5.

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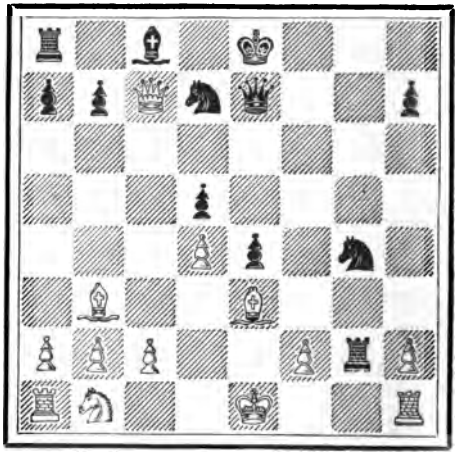

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19. Col. 7.—White may also play 9 Q×B ch., 9 Q×Q; 10 Kt×Q, 10 K×Kt; 11 B—K2, 11 R—Kt sq.; 12 P—KKt3 with a P ahead and a good game.

20. Col. 7.—Not 10 B—Kt5, 10 Kt—B3; 11 Q—Kt5, 11 Q×P, 12 B×Kt, 12 Q×B; 13 Q—R5 ch., 13 K—B sq.; 14 Q×P, 14 B—B4; 15 Q—R5, 15 K—Kt2+, a variation given in the *Handbuch* in White's favor. We may add that Black might also proceed in the 11th move of this variation with 11....Q—Q4; 12 Kt—B3; 12 KB—QKt5.

21. Col. 7.—Or 11....Q×P; 12 Kt—Kt5, 12 Q—Q sq.; 13 B—B4+. Or if 11....Kt×P; 12 O—O, 12 B—K3 (against any other move White could advantageously play KKt—Kt6 or QKt×KP); 13 R—Q sq., 13 Q—Q2; 14 B—K3, 14 P—B4; 15 Kt—Kt5, 15 Q×Kt; 16 B×Kt+.

22. Col. 7.—If 12....K—Q2; 13 R—Q sq., 13 Kt—Q4; 14 Q—R5, 14 Q—K sq.; 15 Q×P, 15 Q×Kt; 16 Q×Q, 16 R×Q; 17 Kt×P+.

23. Col. 7.—White will save his piece. If for instance 14....O—O—O; 15 Kt—B7, 15 R—Kt sq.; 16 R×B, 16 R×Q; 17 R×Q, 17 R—Kt2; 18 R×B, and wins.

---

24. Col. 8.—Though White is a P ahead he has not a good game. He cannot now venture on 14 B×P on account of 14....Kt×B; 15 P×Kt, 15 Q—R5 ch.; 16 K—Q sq., 16 Q—R4 ch., and wins.

---

25. Col. 9.—If 5....BP×P; 6 Q—Q5, 6 Q—Q2; 7 Q×KP (better than 7 P—K6, 7 Q—K2; 8 Q×KP 8 Kt—B3; 9 Q—K2, 9 Kt—QR4), 7 Q—K2 (if 7....P×P; 8 Kt×P, 8 Q—K2; 9 B—B7 ch., 9 K—Q sq.; 10 Kt×Kt ch.+) 8 QB—KKt5, 8 Kt—B3; 9 B×Kt, 9 P×B; 10 P—K6, 10 Kt—R4; 11 Kt—B3, 11 Kt×B, 12 Kt—Q5, 12 Q—Q sq; 13 Q×Kt, 13 P—B3; 14 Q—KR4 sq., 14 Q—R4 ch.; 15 Kt—B3, 15 B—K2; 16 Kt—Q4+.

26. Col. 9.—If 8....P—KR3; 9 R—Q sq. ch., 9 B—Q3; 10 B×Kt ch., 10 P×B; 11 KKt—R4, threatening P×P as well as Kt—Kt6, followed by B—B7.

27. Col. 9.—After 10 QKt×P, 10 K—K2; 11 KR—K sq., 11 B—K3; the game is about even.

28. Col. 9.—White has a slight advantage. A seductive but unsound line of play presents itself at this point, for White might apparently gain a great advantage now by 11 KKt×P, 11 B×R; 12 Kt×Kt, but if after 12....P—KR3; 13 B—R4, 13 P—KKt4; 14 B—Kt3, 14 QB—KKt5!; 15 Kt×B, 15 P—KR4 threatening P—R5 if White remove the Kt, Black recovers the piece and remains with the exchange ahead.

---

29. Col. 10.—After 6 Kt×P, 6 Q—R5; 7 Kt—Kt5 (if 7 QB—KKt5, 7 Q×KP ch.; 8 K—B sq., 8 Q—Kt5—); 7 Kt×P we slightly prefer Black's position.

30. Col. 10.—We consider this the only move for Black which enables him to meet White's attack.

31. Col. 10.—Should White play 7 Kt×P the reply 7....Q—R5 would not be effective on account of 8 Kt—Kt5, 8 P×P; 9 P—KKt3, 9 Q—Kt5; 10 Q×Q, 10 B×Q; 11 QKt—B3 with the better game. But Black would in such case reply 7....R×Kt; 8 Q—R5 ch., 8 P—Kt3! (it should be noted that if 8....K—Q2; 9 Q—Kt6, and wins); 9 Q×P ch., 9 R—B2; 10 B×Kt, 10 Q—R5, 11 B×B, 11 Q×KP ch.; 12 B—K2, 12 K×B. Even game.

---

32. Col. 11.—If 10....B×Q; 11 P×P dis. ch., 11 Kt—B3; 12 B×Kt ch. and wins, or if 10....Q—R4 ch.; 11 Kt—B3, 11 Q×B; 12 Kt×Q; 12 B×Q; 13 Kt×QP ch., 13 K—Q sq.; 14 Kt—K6 mate.

---

33. Col. 12.—The *Handbuch* gives here the following continuation 8....QBP×P; 9 P×QP, 9 P—K5; 10 B—Kt5 ch., 10 B—Q2; 11 Kt—K6, 11 Q—Kt3?; 12 Kt—R4, 12 Q—R4 ch. (of course if Q×B Black wins at once by Kt—B7 ch., but as will be seen Black's Q has no escape); 13 B—Q2+.

34. Col. 12.—If 11....Q—Q5 ch.; 12 K—R sq., 12 Q×B; 13 KKt×RP and wins.

35. Col. 12.—For evidently Black cannot retake the P by 14....P×P on account of 15 Kt—B7 15 Kt×Kt; 16 B×Kt ch. winning easily.

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1 P—K4 / P—K4		2 KKt—B3 / P—Q3		3 P—Q4 / P×P	
13	**14**	**15**	**16**	**17**	**18**
4 Q×P? / QKt—B3!			4 B—K3?	4 KKt—KB3	4 Kt×P **49** / P—Q4
5 KB—QKt5 / B—Q2			5 B—KKt5 / Q—Q2	5 Kt—B3 **48** / Kt—B3	5 P×P / Q×P
6 B×Kt / B×B			6 QKt—Q2 / QKt—B3	6 KB—QKt5 / B—Q2	6 Q—K2 ch. / B—K2
7 B—Kt5 / Kt—B3! **36**	7 B—K2 **39**	7 P—B3? **42**	7 Q—B3 / P—B3	7 B×Kt / B×B	7 Kt—Kt5 / Kt—R3
8 B×Kt / Q×B	8 Q×KtP **40** / B—B3	8 B—K3 **43** / Kt—K2	8 B—K3 **45** / Kt—K4	8 B—K3 / B—K2	8 QKt—B3 / Q—Q sq.
9 Q×Q / P×Q	9 Q×R D / B×Q	9 Kt—B3 / Kt—Kt3	9 Kt—Q4 / O—O—O	9 O—O—O / O—O	9 B—B4 / Kt—B3
10 Kt—B3 **37** / P—B4	10 B×Q / KB×QKtP	10 O—O / Q—Q2	10 P—KB4 / Kt—Kt5	10 Q—B4— / Q—B sq.—	10 Q—B4 **50**
11 P×P / KR—KKt sq.	11 B×P / K—Q2	11 P-QKt4+ **44**	11 B—Kt5 / P—B3 **46**		
12 K—B sq. / O-O-O+ **38**	12 B—R4 / B×R		12 B×P / P×B		
	13 B—B3 / B×B		13 Kt×B / Q×Kt		
	14 Kt×B— / R—K sq.—		14 Q×P ch. / K—Kt sq.		
	15 Kt—Q2 / P—B4 **41**		15 B×P ch. / K×B		
			16 Q-B7 ch.+ D **47**		

Column 14. Move 9 Q×R.

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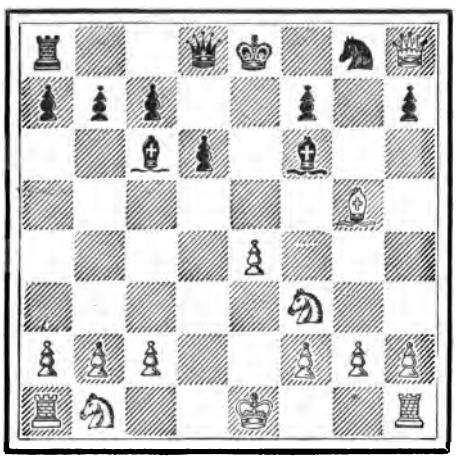

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Column 16. Move 16 Q—B7 ch.

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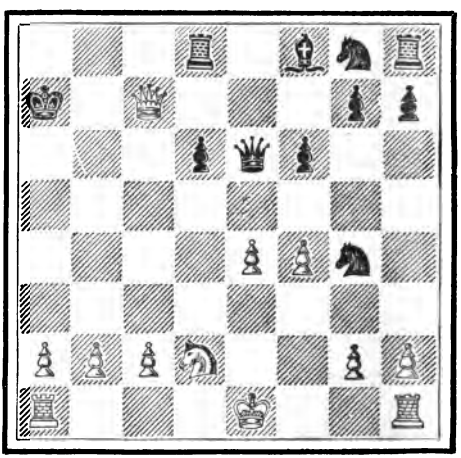

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36. Col. 13.—Played by Harrwitz against Morphy, and we believe quite sound. The game referred to proceeded 8 Kt—B3, 8 B—K2; 9 O—O—O, 9 O—O; 10 KR—K sq., 10 P—KR3; 11 B—R4, 11 Kt—K sq.; 12 B×B, 12 Q×B; 13 P—K5, 13 B×Kt; 14 P×B, 14 Q—Kt4 ch.; 15 K—Kt sq., 15 P×P; 16 R×P, 16 Q—Kt7.

37. Col. 13.—If 10 QKt—Q2, 10 KR—KKt sq.; 11 O—O (or 11 KKt—R4?, 11 R—Kt5; 12 P—KKt3, 12 B×P; 12 P—KB3, 12 B—B3+.), 11....B—R3; 12 R—K sq., 12 O—O—O; 13 P—KKt3 (Black threatens P—KB4, and if P×P then KB×QKt, etc.), 13....QR—K sq., and we prefer Black's game.

38. Col. 13.—Black will recover his P with the better game. He threatens now B×Kt followed by R—Kt4; or else 12....B—Kt2 followed after exchanging the QKt by B—K5.

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39. Col. 14.—This ingenious variation was invented and generally adopted for the defence by Herr Hammppe of Vienna. It goes to show that the old attack by 4 Q×P is not an effective one; for no more than an even game can be expected to result at the end of the main variation in which we believe all the moves on each side are forced after Q×KtP. In fact, as we propose to show White has the more difficult game of the two, and has to play most carefully in order to equalize matters.

40. Col. 14.—8 B×B, 8 Q×B; 9 Q×KtP, 9 Q—B3; 10 Q×Q, 10 Kt×Q. Even game.

41. Col. 14:—Black has now the attack which may be neutralized to the extent of a draw, but only by best play on the part of White. The game might proceed: 16 P—B3, 16 P—Q4; 17 K—B2, 17 B P×P; 18 P×P, 18 P×P; 19 Kt—B4, 19 Kt—B3. If, however, 17 O—O, 17 BP×P; 18 P×P, 18 P×P; 19 R—B7 ch.? (or 19 Kt—B4, 19 K—K3; and we slightly prefer Black), 19....K—Q3; 20 Kt—K2!, 20 R—K2; 21 R—B8, 21 Kt—R3 and again we think Black has the better game on account of the passed Pawn in the centre which can be well supported and also owing to the weakness of White's QRP which Black threatens to approach with his King.

---

42. Col. 15.—A "hole" is now created in Black's centre. We have already explained in our chapter on the principles of play that this is a great source of weakness.

43. Col. 15.—We prefer this on principle as the B is kept in communication with both wings and is less liable to attack at a future stage. None of the advantages that White can derive from his position are in any way hindered by placing the B at K3, and evidently White has more option of withdrawing it to B4 or Q2 accordingly or allowing it to be exchanged if necessary.

44. Col. 15.—11 Kt—Q5, 11 B×Kt; 12 P×B is also favorable for the attack, and White by proper play ought to be able to preserve his Kt from being exchanged, and then to plant it ultimately by way of Q4 to K6 or obtain some other advantage.

---

45. Col. 16.—Again much better than 8 B—R4, the move usually recommended here. As will be seen, the B comes in very handy for the attack from his more natural post.

46. Col. 16.—Or 11....Q—K2 or —B2; 12 Kt—B6, 12 P×Kt; 13 Q×P, 13 K—Kt sq. best; 14 B×P ch., 14 K×B; 15 Q—R6 ch., 15 K—Kt sq.; 16 B—B6, and mates next move.

47. Col. 16.—Might be continued 16....K—R3; 17 P—QKt4, 17 Q—Q2; 18 P—Kt5 ch., 18 Q×P; 19 Q×R, and wins.

---

48. Col. 17.—If 5 P—K5, 5 Q—K2!; 6 B—K3, 6 Kt—Kt5; 7 P×P, 7 Q×P. Even game.

---

49. Col. 18.—We not alone concur with Lowenthal's opinion that this is a good move, but we feel sure it is much stronger than 4 Q×P, which used to be favored by the best masters of old.

50. Col. 18.—This move, which is much stronger than 10....B—K5, is suggested in the Appendix to *Gossip's Manual* by Mr. Lipschütz. Black's best answer is O—O, and to abandon the Pawn, as evidently if 10....P—QB3; 11 R—Q sq. gives White a fine attack.

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1 P—K4 / P—K4		2 KKt—B3 / P—Q3		3 P—Q4	
19	**20**	**21**	**22**	**23**	**24**
3 P×P	3 P—KB4?				
4 Kt×P / KKt—B3	4 QKt—B3 / BP×P	4 P×QP!	4 P×BP / P—K5		4 P×KP / BP×P
5 QKt—QB3 / B—K2	5 QKt×P / P—Q4?	5 Q×P / QKt—B3 **55**	5 Q—K2 / Q—K2	5 KKt—B3	5 Kt—Kt5 / P—Q4
6 B—Q3 / O—O	6 KKt×P / P×Kt	6 KB—QKt5 / P×P	6 KKt—Q2 / QKt—QB3 **57**	6 P—KKt4 / Kt×P **61**	6 QKt—B3 **64** / P—B3 **65**
7 O—O / P—Q4 **51**	7 Q—R5 ch. / P—Kt3	7 Kt×P / Kt—B3	7 P—Q5 **58** / Kt—Q5	7 Q×P ch / Q—K2	7 P—K6 **66** / KKt—R3
8 P—K5 / Kt—Kt5	8 Kt×P / KKt—B3 **52**	8 B—Kt5 / B—K2	8 Q—B4 / Q—K4	8 B—Q3 / Q×Q ch	8 KKt×KP / B×P **67**
9 P—KB4 / P—QB4	9 Q—K5 ch. / K—B2	8 O—O / O—O	9 Kt—R3 / KKt-KB3 **59**	9 B×Q / KKt—KB3	9 B×Kt / P×B
10 Kt—B5 / B×Kt	10 B—B4 ch / K—Kt2	10 KB×QKt / P×B	10 P—QB3 / QKt×BP	10 B—Q3 / QKt—B3	10 Q—R5 ch. / K—Q2
11 B×B / Kt—R3	11 Kt—R4 D **53** / B—Q3	11 B×Kt— / P×B— **56**	11 Q×BP / P—QR3 **60**	11 P—QB3 / B—K2 **62**	11 O—O—O / Q—K2
12 B—Q3+	12 Q—Kt5 ch. / K—B sq.		12 QKt—B4 / Kt×P	12 QKt—Q2! / O—O	12 B—B4 / K—B sq.
	13 Q—R6 ch. / K—K sq.		13 Q×B ch / R×Q	13 Kt—B sq.! + **63**	13 KR—K sq. + / D **68**
	14 Kt—Kt6 / P×Kt		14 Kt×Q / P×Kt		
	15 Q×R ch.+ **54**		15 Kt×P+		

Column 20. Move 11 Kt—R4.

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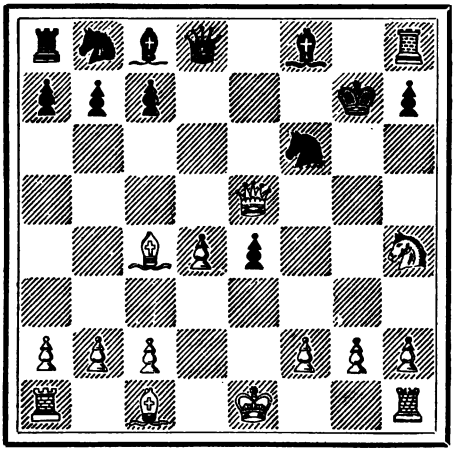

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Column 24. Move 13 KR—K sq.

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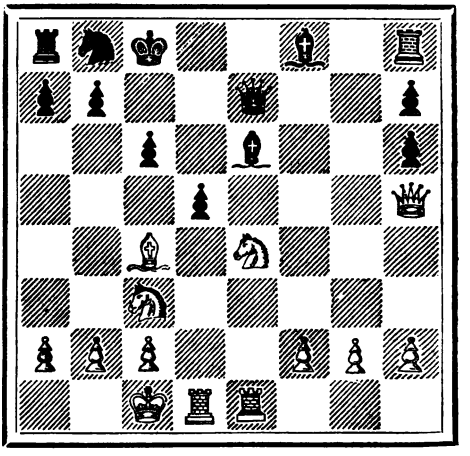

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51. Col. 19.—If 7....Kt—K sq.; 8 P—KB4+. 7....P—QB4; 8 KKt—K2 leaves the QP weak.

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52. Col. 20.—Or 8....P×Kt; 9 Q×R, 9 B—K3, 9 Q—K5+.

53. Col. 20.—11 Kt×R, 11 K×Kt; 12 QB—KKt5, 12 B—Kt2; 13 B×Kt, 13 B×B; 14 Q×KP is also very good. This is given by Zukertort, who first analyzed this attack from White's 5th move, which was first adopted by Bird against Morphy.

54. Col. 20.—Continued: 15....B—B sq.; 16 QB—Kt5, 16 Kt—Q2; 17 B—K6+.

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55. Col. 21.—The chief point for the defence is to attack the Queen before White has played QB—KKt 5. If, for instance, 5....P×P; 6 Kt×P, 6 KKt—B3? (even now 6....QKt—B3 produces the same position as in our main line of play by a transposition of moves); 7 QB—KKt5, 7 B—K2; White has gained time, for 8 KB—QB4, 8 QKt—B3; 9 Q—K3 with a strong attack, for after 9....K—B sq.!; 10 B×Kt, 10 B×B; 11 O—O—O White has evidently the superior game.

56. Col. 21.—The game is even, for White cannot win the BP *e. g.*, 13 Q—B4 ch., 13 P—Q4; 14 Q×B P, 14 P×Kt; 15 Q×R, 15 P×Kt, etc.+. The two Pawns majority which White has are separated on two wings and are more than counterbalanced by Black's powerful two Bishops for a Rook.

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57. Col. 22.—If 6....KKt—B3; 7 P—KKt4 followed by B—KKt2.

58. Col. 22.—Not 7 Q—R5 ch., 7 Q—B2 recovering the P.

59. Col. 22.—9....P—K6; 10 P×P, 10 Q×P ch.; 11 K—Q sq. threatening KKt—B3, would be worse still for Black.

60. Col. 22.—We see nothing better. If 11....Q×P; 12 B—B4 wins the Q, which cannot remove on account of B—B7 mate.

---

61. Col. 23.—Or 6....Q—K2; 7 KKt—Q2 followed by B—Kt2.

62. Col. 23.—If 11....P—Q4; 12 QKt—Q2! followed mostly by Kt—KB sq. and Kt—Kt3+.

63. Col. 23.—The extra Pawn will be well supported by Kt—KKt3, and White's position is altogether the better one.

---

64. Col. 24.—6 P—R6, 6 KKt—R3; 7 QKt—B3 leads to the same position by a transposition of moves.

65. Col. 24.—Or 6....KB—QKt5; 7 P—K6, 7 P—Q5 (if 7....KKt—R3; 8 Q—R5 ch.+); 8 Kt—B7; 8 Q—B3; 9 P—QR3+.

66. Col. 24.—8 QKt×KP, 8 P×Kt; 9 Q×Q ch., 9 K×Q; 10 Kt—B7 ch., 10 K—K2!; 11 Kt×R. is also good play, as White, after developing his QB and O—O—O, would win the KP by R—K sq.

67. Col. 24.—For result of 8....P×Kt see illustrative games

68. Col. 24.—Black evidently cannot capture either piece on account of the reply accordingly R×P or Q—K5 and if 13....Kt—Q2 White may either proceed with Kt×P or B—Kt3,.

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	25	26	27	28	29	30
1	P—K4 / P—K4					
2	P—Q3				KKt—B3	
3	P—Q4 / B—Kt5?		P×P		KKt—B3 **76**	
4	P×P / B×Kt	B—B4 / P×P	Q×P / B—Q2	QKt—B3	QB—KKt5 **77** / P×P	
5	P×B **68** / P×P	O—O / B—K2 **70**	B—K3 / QKt—B3	B—Kt5 / B—Q2	Kt×P / B—K2	
6	Q×Q ch. / K×Q	Q×P **71** / KKt—B3	Q—Q2 / Kt—B3	B×Kt / P×B **74**	B—Q3 / Kt×P?	O—O!
7	P—KB4 / P—KB3	Kt—B3 / Kt—B3	Kt—B3 **72** / B—K2	B—Kt5 / Q—Kt sq. D **75**	B×B / Q×B	QKt—B3 **79** / Kt×P
8	R—KKt sq. / P—KKt3	Q—K3— / O—O—	O—O—O / O—O	O—O / Q—Kt3	O—O / Kt—B4	B×B / Kt×Kt **80**
9	P×P / P×P		Kt—K sq. / Kt—K4	Q—B3 / P—KR3	R—K sq. / B—K3	B×Q / Kt×Q
10	Kt—B3+ **69**		P—B3 **73**	B—R4— / R—R2—	P—KB4 / Kt×B	QB×P / Kt×KtP
11					Q×Kt / P—KKt3	B×P / R—Q sq.
12					QKt—B3+ **78** D	Kt—Kt5 / Kt×B ch.
13						P×Kt— / Kt—R3—

Col. 28. Move 7....Q—Kt sq.

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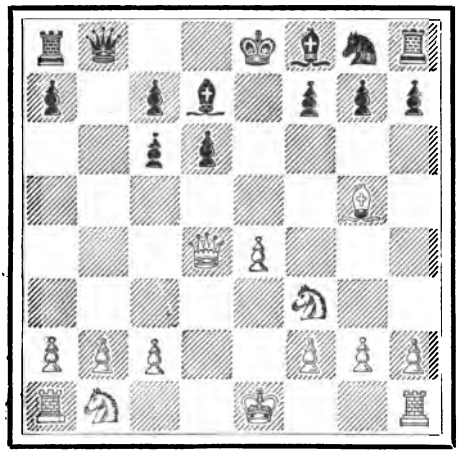

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Col. 29. Move 12 QKt—B3.

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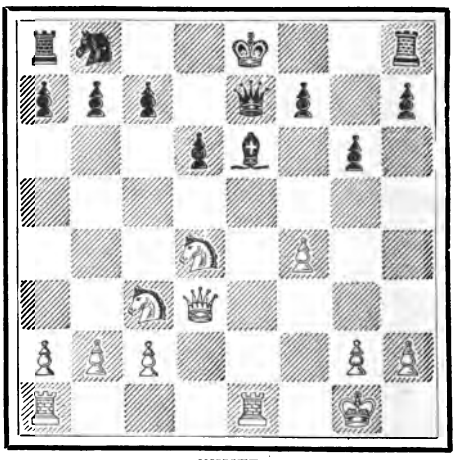

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68. Col. 25.—We give our variation as a specimen of a simple attack in the opening in which after the exchange of Queens the first player obtains the advantage with his two Bishops and the better development. The following main continuation is from the *Handbuch:* 5 Q×B, 5 P×P; 6 B—QB4. 6 Q—B3! (if 6....KKt—B3; 7 Q—QKt3 wins a pawn); 7 Q—QKt3, 7 P—QKt3; 8 Kt—B3, 8 P—B3; 9 O—O, 9 B—Q3; 10 Kt—Kt5, 10 KKt—R3 (if 10....P×Kt; 11 B—Q5); 11 B—Kt5, 11 Q—Kt3; 12 Kt×B ch., 12 Q×Kt; 13 QR—Q sq., 13 Q—B2; 14 R—Q8 ch. and wins.

69. Col. 25.—White will gain a rapid development by B—Kt5 ch. followed by O—O—O and then accordingly Kt—Kt5 or —Q5 or KB—R3 or —QB4.

---

70. Col. 26.—5....P—QB4 is dangerous as White obtains a strong attack by 6 P—QB3, 6 P×P; 7 Kt×P followed mostly by Q—Kt3.

71. Col. 26.—White would only lose time by delaying the recapture. If for instance he lets the Pawn stand until after Black has played RKt—B3 the second player might well defend it by P—QB4 followed by O—O.

---

72. Col. 27.—Stronger than B—Q3 which would give Black exchanging option later on by Kt—K4 or cause loss of time. It also prepares O—O—O while Black evidently can only castle on the opposite side and as White's Pawns can easily be mobilised for the attack on the King's side it is to White's advantage to clear at once the Queen's side where his King will be better placed.

73. Col. 27.—White will continue the attack with P—KKt4 followed by B—K2, and then accordingly he may proceed with the advance of the KRP or the development by Kt—Kt2 avoiding the exchange of minor pieces as Black's game is hampered by his own pieces and exchanges would be a relief to him.

---

74. Col. 28.—In a game between Senor Golmayo (White) and the author, the same position arose in a Ruy Lopez by a transposition of moves.

75. Col. 28.—Avoiding the hole at K3 which was left by the inferior move 7 P—KB3 adopted by the author in the above named game.

---

76. Col. 29.—Another not uncommon defence is here 3....QKt—Q2 which however we believe to be disadvantageous. White should proceed with 4 QKt—B3, 4 P—QB3; 5 B—K2! with the superior game.

77. Col. 29.—We do not recommend this move and prefer QKt—B3. We however give the variation springing from the move in the text as it comprises interesting complications.

78. Col. 29.—Continued 12....O—O; 13 P—B5, 13 P×P; 14 Kt—Q5, 14 Q—Q sq.; 15 R×B, 15 P×R; 16 Kt×KP+.

---

79 Col. 30.—Or 7 P—KB3, 7 P—Q4; 8 P—K5, 8 QKt—Q2; 9 QB—B4, 9 Kt—B4; followed by P—KB3 with the better game.

80 Col. 30.—If 8....Q×B?; 9 Q—K2, 9 R—K sq.; 10 B×Kt +.

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1 P—K4 P—K4 | 2 KKt—B3 P—Q3 | 3 P—Q4

Game 1.

Vienna Congress.
1882.

WINAWER.
BLACKBURNE

3 KKt—B3 1
QKt—B3
4 P×P
Q×P 2
5 B—K2
6 QB—KKt5 3
O—O 4
7 O—O—O
QKt—B3
8 Q—Q2
B—K3
9 P—QR3 5
P—QR3
10 P—KR3
P—QKt4
11 B×Kt
B×B
Kt—Q5
12 B×Kt 6
P×B
13 Kt—K2
P—KKt3
14 Kt—Kt3
P—KR4
15 R—K sq.
P—R5
16 Kt—K4
Kt—Q4
17 P—Kt5 7
Q×P 8
18 R—Kt sq.
Q—R4
19 Kt—B6 9
Kt—Kt3 10
20 Q—K2
B—Q3
21 R—Kt3
P—B3 11
22 KR—Kt sq.
B—B2
23 Q—K7
KR—B sq.
24 B—Kt4 ch.
K—Kt sq.
25 Kt—Q7 ch.
R×Kt
26 B×R
R—Q sq.
27 R×Kt 12
B×R
28 B×P
29 B—B2 13
R×P ch.

Game 1—Cont'd.

30 K—B sq.
R—Kt sq.
31 Q—K4 14
R-Kt8ch. 15 D
32 K×R 16
Q—Kt4 ch.
Q—Kt4
33 B×Q
P×B
34 Q×P ch.
K—B sq.
35 P—R4
36 R—Q2
P—R5

And after some moves White resigned.

Game 2.

STEINITZ
RAINER.

3 P—KB4
QP×KP
4 BP×P
5 Kt—Kt5
P—Q4
6 P—K6 17
KKt—R3
7 QKt—B3
P—B3
8 KKt×KP
P×Kt 18
9 Q—R5 ch.
P—KKt3
10 Q—K5
R—Kt sq.
11 QB—KKt5
Q—Q3 19
R—Q sq.
12 Q×P
B—QB4 D
13 KKt—Q2 20
B×Q and wins.
14 Resigns.

Game 3.

Salvioli.

GOLDSMITH
ESLING.

6 B—B4 21
7 QKt—B3 22
Q—B3 23
B—Kt5 ch.
8 P—B3
O—O
9 B×KP 24
KB—QB4 25
10 P—K6 26
QKt—K4 27
11 P×Kt
Kt×B
12 P×P ch.
K—R sq.
13 B—Kt3
QB—KKt5
14 Q—Kt3 28
R×P 29
15 Kt—Q2
Q×Ktch. 30 D
16 K×Q
R—Q sq. ch.
17 and White mates in three more moves.

Game 4.

Lowenthal.

BARNES
MORPHY.

7 Kt—B7 31
Q—B3
B—K3
8 P—Q5
QB—KKt5
9 Q—B4
Kt×R
10 Q×B
B—B4 32
11 QKt—B3 33
Kt—B7 34
12 Q×P
R—KB sq.
13 KKt—B3
P—KB3 35
14 QKt-QKt5 36
Kt—R3 37
15 B×P 38 D
B×B
16 Kt-Q6 ch. 39
Q×Kt 40
17 P×Q
O—O—O
18 B×Kt
B—Kt3
19 P—Q7 ch.
K—Kt sq.
20 B—B4
21 Kt—K5
K—B sq.
22 Kt—Q3
R—K sq.
23 Kt×B
Q×KR 41

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Winawer v. Blackburne.

1. Game 1.—A defence recommended by Jänish, but no more satisfactory than others in this opening, especially if White reply as in the text.

2. Game 1.—We prefer here Kt×P which by transposition of moves leads to a position given in Col. 19.

3. Game 1.—We do not think this as good as 6 B—K3.

4. Game 1.—6....P—KR3 was a good move now, as it attacked a hostile piece which had either to retreat at cost of time or else to be exchanged at disadvantage in value.

5. Game 1.—Useless; and as will be seen, it gets him into difficulty later on.

6. Game 1.—In allowing the opponent to fix his P at Q5 Black's QBP becomes weak. We would have preferred R—QKt sq.

7. Game 1.—This gives Black a spirited attack, but we very much doubt whether that was worth a P by best play on the other side.

8. Game 1.—P×P was vastly superior. If Black replied P—QR4 with the intention of playing P—QB4 should White capture that P all difficulties could be avoided by the reply P—Kt5 with the superior game.

9. Game 1.—A beautiful move that gives Black a strong attack at least for a time.

10. Game 1.—Best. If, for instance, 20 Kt×Kt, 20 B×P ch.; 21 K—Q2!, 21 Q—B3; 22 Q—B4, 22 Q ×Kt; 23 B—K2, 23 R×B ch.; 24 Q×R, 24 Q—B6 mate.

11. Game 1.—This weak move greatly compromises his game which we believe might have turned in his favor still by patient play. 22 K—Kt sq. was evidently better, for Black could not then double his Rooks, as White would answer Q—K4.

12. Game 1.—Black pursues the attack in excellent style.

13. Game 1.—Of course if P×B Black would answer Q×R ch.

14. Game 1.—Overlooking the adversary's most ingenious coup, but he had no good move. If 31 R—Q3, 31 Q—K8 ch.; 32 B—Q sq., 32 Q×P; 33 B—B2, 33 Q—K8 ch.; coup, 34 B—Q sq., 34 B—KB3 threatening B—Kt4 ch., with a winning attack.

15. Game 1.—A beautiful and elegant stroke. See Diagram.

16. Game 1.—Clearly if B×R Black mates by Q—Kt7. But even as it is White has little left to fight with, and Black's Queen wins easily against the two pieces.

Steinitz v. Rainer.

17. Game 2.—6 QKt—B3 at once reduces the option of Black to 6....P—QB3 or 6 KB—QKt5 and both are unfavorable for the defence. Compare Col. 24.

18. Game 2.—8....B×P was no doubt better, but as shown in our Col. 24, White also obtains the advantage in that case.

19. Game 2.—If 11....Kt—Kt5; 12 Q—B4 and wins. Or if 11....Q—Kt3; 12 O—O—O+.

20. Game 2.—Of course if Q×Q White mates by R—Q8.

Goldsmith v. Esling.

21. Game 3.—This hazardous move was greatly favored by Morphy. The only correct play is K Kt—R3.

22. Game 3.—We prefer 6 Kt×KP if only for its simplicity, as it gives White a plain advantage in a few moves. The line of play here initiated is most ingeniously pursued in the present game by White, but we think that Black's defence could be so much improved as to make the issue uncertain. Compare our comments on Black's 9th move.

23. Game 3.—If 7....P—K6; 8 B×P, 8 B×B; 9 Q—R5 ch., 9 P—Kt3; 10 Q—B3+, for if 10....Q×Kt, White mates in two moves.

(Continued on page 157.)

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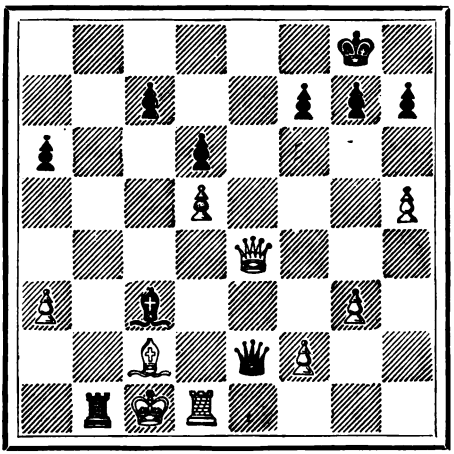
GAME No. 1.

Move 31....R—Kt8 ch.

BLACK—BLACKBURNE.

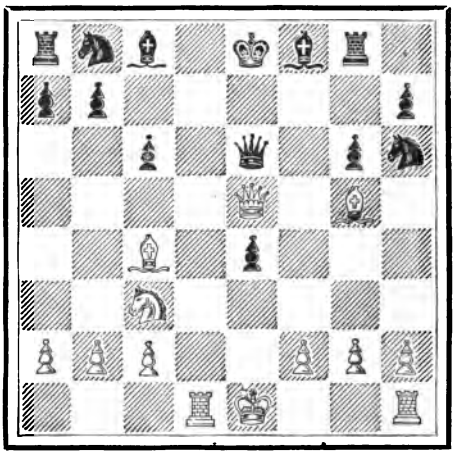


WHITE—WINAWER

GAME No. 2.

Move 13. B—QB4.

BLACK—RAINER.

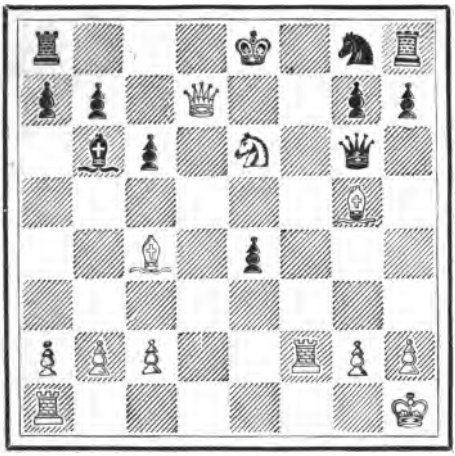


WHITE—STEINITZ.

GAME No. 3.

Move 16. Q×Kt ch.

BLACK—ESLING.

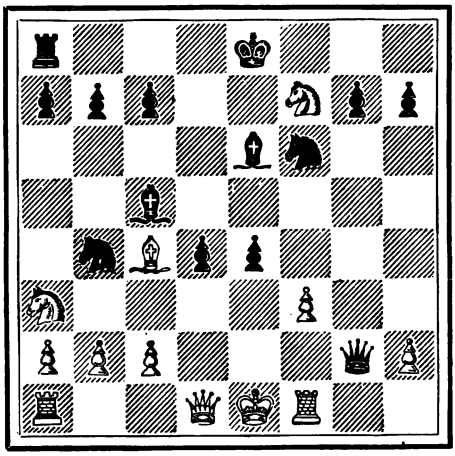


WHITE—GOLDSMITH.

GAME No. 4.

Move 15....B×P.

BLACK—MORPHY.



WHITE—BARNES.

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Bird v. Morphy.

42. Game 5.—Certainly dangerous and much inferior to P×QP. Compare Columns 20 and 21.

43. Game 5.—White could have here instituted Zukertort's winning attack by 6 Kt×P. Compare Col. 20.

44. Game 5.—We much prefer the more defensive 8....B—K2.

45. Game 5.—Much safer was Q—K2 or Kt—B3.

46. Game 5.—Lowenthal justly condemns this move as a blunder. The loss of a P could not be avoided excepting by giving up two pieces for a R, but the latter course presented more prospects of obtaining an equivalent in material with a good position *e. g.*, 11 Kt×Kt ch., 11 P×Kt; 12 B×P, 12 R×B; 13 Q—Kt5 ch., 13 R—Kt3; 14 Kt×R, 14 P or Q×Kt; 15 Q×P ch. with two Pawns and a R for two minor pieces and a good game.

47. Game 5.—Kt×Kt would have forced the position that actually occurred, whereas the play in the text subjected Black to unnecessary complications

48. Game 5.—Lowenthal suggests here 12 Kt×KtP which we believe was his best course and might have led to the following continuation 12....K×Kt; 13 Kt×Kt, 13 B×Kt; 14 KR—Kt sq., 14 QB—KB4; 15 B—R6 ch., 15 K—B3; 16 Q—Kt5 ch., 16 K—K3; 17 B×R, &c.

49. We should have preferred 13....P—QB4; for if 14 P×P, 14 B×Kt; 15 Q×P ch., 15 Q—B2, threatening Q×P ch., and wins.

50. Game 5.—P—QB3 first would have been a good precautionary measure.

51. Game 5.—Black is a Pawn ahead with an excellent game, for in the long run the adverse KBP ought to fall too. But the impetuous ingenuity of Morphy who was merely a youth during his brilliant Chess career apparently could not resist the temptation of risking a brilliant sacrifice for an attack which no doubt it required great skill and foresight to repel.

52. Game 5.—This seems the natural move but White loses at once all chance of victory as Black can force a draw at least. Much better was undoubtedly 19 Q—Kt5, for if 19....P—K6; 20 Q—Q8 ch., 20 K—B2; 21 Q×P ch., 21 B—Q2; 22 B—R5 ch. (it is necessary to get this B away from his present post as he blocks the exit of the White K, and if Q×R, White answers Q×RB), 22....P—Kt3; 23 Q×B ch., 23 K—Kt sq. (if 23....K—B sq.; 24 Q×B ch., followed by B—Kt3 should win); 24 Q—K6 ch., 24 K—Kt2; 25 Q—K5 ch., 25 K—Kt sq.; 26 Q×KP and wins, not however Q—K8 ch., on account of 26....R×Q, 27 P×Q, 27 B×P ch.; 28 K—Kt sq., 28 R—Kt sq. ch. with at least a draw and good winning prospects. It is also obvious that if 19....Q×KtP ch., 20 K—Q2, 20 B—Kt5 ch.; 21 K—K3, 21 Q—B6 ch.; 22 B—Q3 and ought to win.

53. Game 5.—Lowenthal rightly points out here that White could have drawn by K—B sq. at this point.

54. Game 5.—Again White could draw by K—R2 as suggested by Lowenthal.

55. Game 5.—A beautiful masterstroke which forces the game in a few moves.

Morphy v. Duke of Brunswick and Count Isouard, Consulting.

56. Game 6.—As pointed out in our analysis this is not a good defence.

57. Game 6.—And this is worse. No doubt Black has already a little the inferior game but Q—B3 or Q—Q2 were the best defensive continuations.

58. Game 6.—White is not satisfied with winning a P and the tedious game that would have resulted after 8 Q×P, 8 Q—Kt5 ch., &c. The position fully justifies White to play for higher game which was more in the grand master's style.

59. Game 6.—Just what White was playing for. Q—B2 was their best.

60. Game 6.—The first link in a chain of a most beautiful combination.

61. Game 6.—All powerful and exact.

62. Game 6.—A very fine finish to a most elegant game.

Morphy v. Harrwitz.

63. Game 7.—This move was first adopted by Lowenthal against Harrwitz, and Morphy subsequently favored it for the attack almost invariably.

64. Game 7.—In another game between the same players Harrwitz played here 7....Kt—B3 which is by far superior to the move in the text. 7....B—K2 is also much preferable. Compare Table 3, Cols. 13, 14 and 15. The move in the text shuts up Black's B and leaves a hole in his centre.

65. Game 7.—Not as good as B—K3 which keeps the B in communication with both wings and besides gains a move for the purpose of advancing P—KB4 later on as Black cannot attack him by P—KKt4.

66. Game 7.—The Q is only in the way of the B at this post. Much better is B—K2 reserving the retreat of B—Q2 eventually.

67. Game 7. Very weak. K—R sq. followed by Kt—B2 or *vice versa* were by far better, especially as he intended to enter with his Kt at K4 later on and the way chosen for his Kt viz.: *via* Kt5, subjects him to attack and loss of time.

(Continued on page 161)

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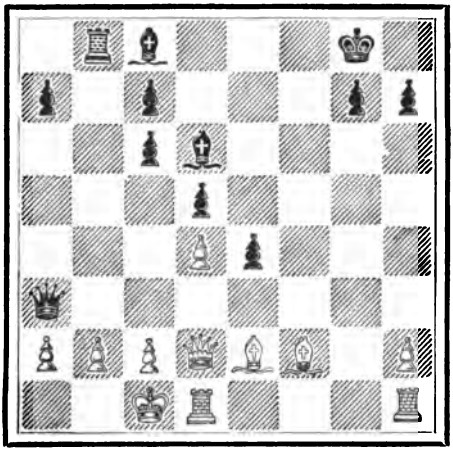
GAME No. 5.

Move 18....Q (from KR6)—QR6.

BLACK—MORPHY.

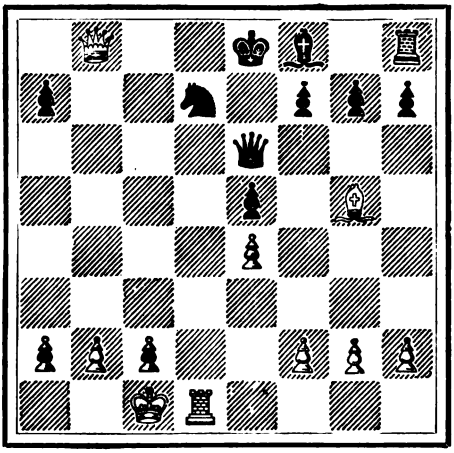


WHITE—BIRD.

GAME No. 6.

Move 16....Q—Kt8 ch.

BLACK—DUKE OF BRUNSWICK & COUNT ISOUARD, CONSULTING.

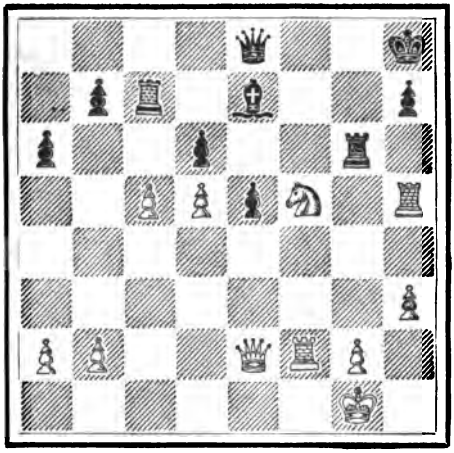


WHITE—MORPHY.

GAME No. 7.

Move 30. P—B5.

BLACK—HARRWITZ.

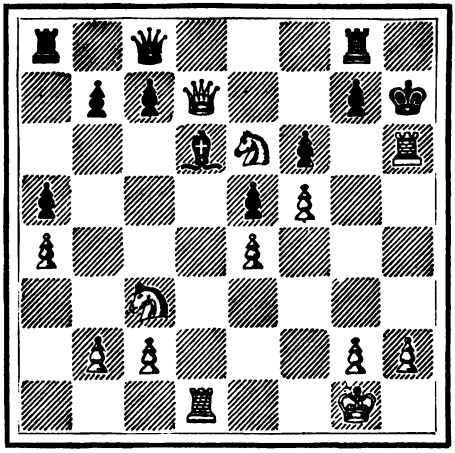


WHITE—MORPHY.

GAME No. 8.

Move 25. R×P ch.

BLACK—BAUCHER.



WHITE—MORPHY.
Playing 8 games blindfold.

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(Continued from page 159)

68. Game 7.—The correct move and much stronger than 13 P—K5 on account of 13....Q—B4; 14 P—K6, 14 KR—B sq.; 15 KR—K sq., 15 B×Kt; 16 P×B, 16 P—B3+.

69. Game 7.—Weak and creating another hole at the tender point of KB4 where White's Kt later on obtains command of the position with his Kt.

70. Game 7.—Decidedly bad policy if only on the ground that it allows the opponent to fix his Kt at a good post with gain of time. The R is of no use on the Kt file and White is quite safe in allowing it to be broken open. Much better was Q—K sq. with the view of retreating B—Q2.

71. Game 7.—Showing fine strategical genius. In spite of the preparations of the opponent on the King's side, White proceeds with his own attack, well foreseeing that the adversary can do no harm on the open KKt file.

72. Game 7.—R—K sq. was preferable as it might eventually enable him to advance P—Q4.

73. Game 7.—Useless, as Black might have answered 23....Q—Q2 which would compel the Kt to go back again whence he came.

74. Game 7.—An error of judgment that costs a P and moreover practically cuts off his Q from the other wing where she is really wanted.

75. Game 7.—High class play. This waiting move secures him the advantage, whereas after 24 Kt× BP, 24 R—B sq.; Black evidently recovers the P.

76. Game 7.—Probably a miscalculation but even after the only other alternative 24....B×Kt; 25 Q×B, 25 QR—Kt sq. (or 25....P—Kt3; 26 Q—Q7, etc.); 26 Q—R5 White had much the best of the game.

77. Game 7.—He could not play 27....Q×P on account of the following continuation pointed out by Lowenthal: 28 R×P ch., 28 K×R; 29 Q—R5 ch., 29 B—R3; 30 Kt×B, 30 R×Kt!; 31 Q—B5 ch., followed by Q×R.

78. Game 7.—Certainly superior to R—B2 followed by KR—B3.

79. Game 7.—With the view of releasing himself by B—Q sq., which he could not attempt at once as White could answer Kt×P followed by Q×P ch. But he overlooks the opponent's ingenious winning manœuvre. He had still a good fight left for a draw by P—Kt3, for if White played P—QKt4 in reply then Black could again retreat B—B sq. and wait patiently until White's Q side attack exhausted itself as his own K side was secure enough.

80. Game 7.—A very beautiful initiation of a brilliant *finale*.

81. Game 7.—White now forces the game with a few masterstrokes.

Morphy v. Baucher.

82. Game 8.—B—Q2 is by far preferable.

83. Game 8.—Still less justifiable than in the previous game where this move occurs at an earlier stage. By a transposition of moves the position has become almost identical with that of the preceding one, the sole difference being that Black's King has moved into the corner which practically amounts to the loss of an additional move. The R will not be of the slightest use at B2 and will have to be removed again. Kt—B2 was by far better.

84. Game 8.—With some remote aim at a King's side attack by P—KKt3, but certainly not as solid as R—K sq. with the view of bearing ultimately on White's weak centre P. The R as will be seen is subsequently much in the way of Black's King and the mating positions which arise are chiefly due to the bad selection of the post for the R at this juncture.

85. Game 8.—A waiting move of some utility as it provides against any diversion on the Queen's side by P—QKt4. But we believe in the main it would have been preferable to proceed with the King's side attack at once by R—B3 or else to play Kt—Q5, followed by P×B in reply to B×Kt, with the superior game, as White gets rid of his weak centre P and otherwise holds the better position.

86. Game 8.—Bad for various reasons. In the first place he ought not to allow a P of his own to be placed in front of the adverse weak KP which thus becomes less accessible. Next the hostile B at Kt3 prevents the sortie of the opponent's Rooks on the King's side which becomesfatal to him in a few moves. The Kt ought to have retreated and would have been undoubtedly better placed at B2 whence he could challenge the adverse Kt by Kt—Q sq. eventually.

87. Game 8.—White though playing 8 games simultaneously blindfolded has entirely outgeneralled his present strong opponent for his attack is now quite irresistible.

88. Game 8.—No doubt an error but there was really nothing to be done. If 21....B—K sq., the game might have proceeded: 22 R—R3, 22 P—KKt3; 23 Q—Kt4, 23 P×P; 24 R×P ch., 24 K×R; 25 Q—R3 ch., 25 K—Kt3; 26 P×P ch., 26 K—B2; 27 Q—R5 ch., and mates next move.

89. Game 8.—Threatening R×P ch. followed by Q—R5 mate.

90. Game 8.—Winning a piece by force for he threatens mate by Q or R×P ch.

91. Game 8.—A lovely continuation especially considering how severely White is handicapped by his performance.

92. Game 8.—The mate is forced after 27....P—Kt3; by 28 R—R3 ch., 28 K—Kt4; 29 R—Kt3 ch., 29 K—R4; 30 Q—R7 mate.

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THE CONTEST BETWEEN

MESSRS. STEINITZ AND TSCHIGORIN.

It would be an unfair disparagement of the reputation of our celebrated antagonist in the contest treated in the following pages, if we were to offer any apology for introducing the series of games played between the author and Mr. Tschigorin at Havana in the beginning of the year 1889. But we may state, that the games of the last championship match between Messrs. Steinitz and Zukertort played at New York, St. Louis, and New Orleans in 1886 were published shortly after the conclusion of the contest in separate collections by two rival German authors and by two different publishers. The author, therefore, felt justified in entertaining the expectation that the addition of the games of the latest contest for the championship with our own analytical comments would form an attractive feature of this volume, more especially as the play of the two opponents represents two different schools, which in many respects are almost antagonistic in their respective styles and in their leading views about the general conduct of the game. On this subject we reserve some further remarks, and proceed to give a brief history of the inauguration of the contest, which we believe will not be out of place.

In the early part of 1888 Mr. Steinitz visited Havana, in consequence of an invitation from the hospitable Chess Club of that city to give some Chess exhibitions and to play matches and off-hand games against the Cuban Champion, Judge Golmayo; the Mexican Champion, Senor Vazquez, Consul General of Mexico; Senores Carvajal, Ponce and other prominent players. The members of the Havana Chess Club, who are most enthusiastic and liberal patrons of the game, made on this occasion the offer to Mr. Steinitz to provide the stakes and to defray all the expenses of a match for the championship of the world to be held under the auspices of that society against any opponent whom the visitor would accept. Mr. Steinitz accepted the handsome offer on condition that the contest should consist of a limited number of games, as he could not be sure whether his various engagements would allow him to stay at Havana for an indefinite time, which would have been necessary in case many draws occurred. He selected for his opponent the Russian master, Mr. Tschigorin with whom he had played on two previous occasions. The first time in the Vienna International Tournament of 1882 Mr. Steinitz had tied for first and second prizes with Herr Winawer, while Mr. Tschigorin did not secure any prize, but in the personal encounter with Mr. Steinitz each won a game. On the second occasion in the London International Tournament of 1883, the two players came closer together, for Mr. Steinitz won the second prize and Mr. Tschigorin the fourth; but the latter won both games in the personal encounter between the two players. Mr. Tschigorin was already universally recognized as a first-class master, but more especially on account of his style being characterized by the rarest dash and brilliancy of combination in the conduct of the King's side attack as well as by exactitude of calculations in the ending. His selection for the championship contest was warmly approved of by most connoisseurs, and the choice of Mr. Steinitz has been since fully verified by the fact that Mr. Tschigorin tied for chief honors with Herr Max Weiss of Vienna among twenty competitors in the Grand International Tournament of the Sixth American Chess Congress held in New York in the Spring of 1889.

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The preliminaries were easily and most amicably settled between the two players by correspondence. It was arranged that the contest should be limited to twenty games including draws, and that the winner of the majority should be declared the victor. The stakes were fixed at a minimum of $600, but were afterward increased by liberal subscriptions of the members of the Havana Chess Club to very nearly double that sum. The Havana Chess Club also provided for each player fees of $250, free passages from and to New York, and prizes of $20 for the winner of each game and $10 for the loser. In case of draws each player was to receive $10. In other repects the rules of the championship match between Messrs. Steinitz and Zukertort played in 1886 were adopted, and it will hardly be necessary to repeat those rules, excepting to state that the time limit was fixed at 15 moves per hour.

The contest duly commenced on January 20th, 1889 at Havana, but was brought to a close on the 24th of February. Mr. Tschigorin obtained the lead over his opponent by one game three times during the contest, namely after the first, the third and the seventh game. Mr. Steinitz scored one ahead after the fifth game and then again after the ninth. He then kept the lead up to the end of the contest, at the finish of the 17th game, which resulted in a draw. As the score stood at that time Steinitz 10, Tschigorin 6, the additional draw made Steinitz the victor of the contest, for only three more games remained to be played and Mr. Tschigorin was bound to be one game minus even if he won them all.

It was then arranged that the last three games should be played in consultation between Mr. Steinitz and Dr. Gavilan on the one side, against Mr. Tschigorin and Senor Ponce on the other side. The result was that each party scored a game and one was drawn. It was, however, distinctly stipulated that the Tschigorin party should have the move twice (though it would have been the turn of Mr. Steinitz to have the first move if the main contest had proceeded), in order to test further the new defence adopted throughout the contest by Mr. Steinitz; on the other hand, it was also agreed that the Steinitz party should again play the Zukertort opening for the purpose of giving the opponents an opportunity of trying a new line of play.

First-class masters when engaged in such serious contests generally select for the attack and the defence such openings as in their own respective opinions will yield them the best prospects of success, and then persist in adopting the same line of play unless they become convinced of its unsoundness. Messrs. Steinitz and Tschigorin pursued the same plan in their series of games and consequently only the Evans' Gambit and the irregular debut 1 Kt—KB3, which is sometimes named the Zukertort Opening, were played throughout the contest with the exception of the third game in which Mr. Tschigorin opened with the Ruy Lopez. But we wish to make some special remarks on the new defence adopted by the author in the Evans' Gambit, as it affords striking examples of the application of, and the selection between, some of the different maxims laid down in our chapter on "The Modern School and the Principles of Play." It may be said of the Evans' Gambit that it puts the modern theories to a crucial test, for a Pawn is given up on the extreme Queen's wing for a remote attack in the centre and against the adverse King. For the ending, the defence ought to have a winning superiority, as his being a Pawn ahead is also greatly strengthened by his having the majority of Pawns far away from the hostile King, which invariably has to Castle on the King's side early in this opening. But the chief difficulty for the defence is the formation of White's two centre Pawns at Q4 and K4, and the powerful ranges which the latter's two Bishops obtain against Black's King's side after Castling, more especially that of White's QB at Q Kt2.

It was chiefly with the view of obviating those difficulties that the author after the

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moves 1 P—K4, 1 P—K4; 2 KKt—B3, 2 QKt—B3; 3 B—B4, 3 B—B4; 4 P—QKt4, 4 B×KtP; 5 P—B3, 5 B—R4; 6 O—O, introduced the move 6. . . .Q—B3 and we now propose the following continuation: 7 P—Q4, 7 Kt—R3 (in the games of the contest the author played 7. . . .KKt—K2, which on further analytical examination we find to be much inferior to the move now proposed). There are now several lines of attack, but anyhow the most interesting is the one based on Mr. Tschigorin's idea applied in actual play against the other defence 7. . . .KKt—K2 namely: 8 P—Q5, 8 Kt—K2; 9 Q—R4, 9 B—Kt3; 10 QB—KKt5, 10 Q—Q3; 11 Kt—R3, 11 P—QB3; 12 QR—Q sq. At this juncture Black has to take the choice between retarding his development for a long time or allowing two "holes" (compare p. xxxi, chapter on "The Relative Value of Pieces, etc.") to be formed in the centre. As will be seen the two holes are more dangerous to his game than the block that White will create. If, for instance, 12. . . .P—KB3; 13 P×P, 13 Q×P; 14 Kt—Kt5, 14 P×B (or 14. . . .B—B4; 15 B—K3, etc. Or 14. . . . B—B2; 15 B—Q5, 15 Q—Kt3; 16 B—K3, 16 Q—R4; 17 Kt—Q6 ch., 17 K—B sq.; 18 Q×Q, 18 B×Q; 19 B×P, etc.); 15 Kt×KP, 15 Q—B4; 16 Kt—Q6 ch., 16 K—B sq.; 17 Kt×B (not the tempting 17 Q×QP on account of 17. . . .Q—B3!), 17. . . .Q× KKt; 18 Kt×B and wins. The defence has therefore to resort to the line of play that actually occurred in the contest in a similar position and the game would continue 12 . . . .Q—Kt sq.; 13 B×QKt, 13 K×B; 14 P—Q6 ch., 14 K—B sq.; 15 Q—Kt4. This is no doubt much superior to 15 Kt×P to which Black would reply 15. . . .B—B4. And now Black's pieces are certainly shut out uncomfortably for the present, but our theory is that White's QP being too far advanced will require the protection of Queen and Rook for some time, and if Black's King can only be guarded against any attacking surprises the defence ought gradually to obtain the best of the game with the majority of Pawns on the Queen's side and the two Bishops. For that purpose we would advise even to give up the Pawn gained and to proceed with 15. . . .B—Q sq. at once, if only for the reason that if 15. . . .P—B3 White might have some good sacrificing opportunities by 16 K—R sq., 16 B—Q sq.; 17 Kt×P, and if 17. . . .P×Kt; 18 P—B4. However, after 15. . . .B—Q sq.; 16 Kt×P, 16 P—QR4 (not 16. . . .P—QKt4; on account of the rejoinder Kt×BP, etc.); 17 Q—Kt2 (if 17 Q—B5, 17 Q—R2; and after the exchange of Queens Black has the superior game with 3 combined Pawns available for advance on the Queen's side, as against 2 separated ones of the opponent, besides that, White's QP will be weak), 17 P—QKt4; and we believe that Black ought to be able to extricate himself with the superior game.

In reference to the Irregular (Zukertort) Opening which was invariably adopted by the author in this contest, we may state that we had never previously tried this debut in actual play. But we essayed it on this occasion for the purpose of testing our theory as regards the inadvisability of pinning a Knight early in the opening (especially the KKt), (compare page xxx) against that of Mr. Tschigorin who was evidently not of the same opinion. For in the celebrated match by telegraph and correspondence which was won by St. Petersburg against London in 1888, and in which Mr. Tschigorin was the leader for the Russian side, Black (St. Petersburg), in one of the two games of the match, after the moves 1 KKt—B3, 1 P—Q4; 2 P—Q4, answered 2. . . .B—Kt5. It was naturally to be expected that the Russian master would try the same experiment against the author, and we believe that not alone our actual score in this opening, but also the most stringent analytical examination of the play on both sides will now verify our view that 2. . . .B—Kt5 ought to place the defence at a disadvantage. The fact that Black was enabled to double the KBP in no way militated against White's game, and on the contrary, at this early stage, before the exchange of Queens, it strengthened White's centre for the attack, which was greatly supported by the combination of two Bishops that

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White had obtained in the opening. Some very interesting situations favorable to lively King's side attacks, occurred for White, notably in the 4th, the 8th and the 10th games, in consequence of the Russian master having early attempted to convert the debut, which is of a close character, into an open game. In that connection we consider it due to mention with special gratification and thanks that a prize of 300 francs, offered by his Serene Highness Prince Dadian of Mingrelia for the game of the contest which he would adjudicate as the most brilliant, was awarded to the author for the 8th game.

It may also be fairly claimed that the result of the contest affords a strong confirmation of the correctness of our modern theories in general. For Mr. Tschigorin is undoubtedly one of the most skilled and ingenious experts in the King's side attack that ever lived, and naturally, therefore, shows in his style a marked preference for the aims and tendencies of the old school. We have already explained our own views on that subject as far as possible within the scope of this treatise, and we may only add that in the games of this contest, as well as in previous ones against other great masters, we have always tried to conform with those ideas to the best of our ability for the time, and as much as was practicable under peculiar conditions of match play, such as pressureof time limit or the difficulty of calculation in original positions in which the judgment could not be assisted by previous experience. We now submit to our readers the games with our own, annotations, revised and amended from the *International Chess Magazine.*

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Game 1.

Evans' Gambit.

White,
M. TSCHIGORIN.

Black,
W. STEINITZ.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×KtP
5	P—B3	B—R4
6	O—O	Q—B3 **1**
7	P—Q4	KKt—K2
8	Kt—Kt5 **2**	Kt—Q sq. **3**
9	P—B4	P×QP
10	P×P	B—Kt3
11	B—K3 **4**	P—Q4 **5**
12	B×P	Kt×B
13	P×Kt	O—O
14	QKt—B3	R—K sq. **6**
15	KKt—K4	Q—Kt3
16	B—B2 **7**	P—QB3
17	R—K sq.	B—Q2
18	Kt—B5 **8**	R×R ch.
19	Q×R	Q—Q3
20	Q—K3	P×P
21	Kt×B	Q×Kt
22	Kt×P	Kt—QB3
23	Kt×B	P×Kt
24	R—K sq.	P—KR3
25	P—Q5	Kt—Kt5 **9**
26	R—Q sq.	Kt—QP
27	Q—K5 D* **10**	R×P **11**

Game 1—cont'd.

28	R×Kt	R—R8 ch.
29	Q×R	Q×R
30	B×P	Q—K5
31	P—KKt3 **12**	P—KR4
32	Q—Q4	Q—B6
33	Q—K3	Q—Q8 ch.
	K—Kt2	
34	Q—B7 ch.	Q—B2
35	Q—B3 ch.	K—Kt sq. **13**
36	P—R5	Q—B5
37	P×P	P×P **14**
38	Q—K5	K×B2
39	Q—R8	Q—B8 ch.
40	K—R2	Q—Kt4
41	Q—R7 ch.	K—B sq.
42	Q—R8 ch.	B—Kt sq.
43	Q—Q4	Q—R3 ch.
44	K—Kt sq.	Q—B8 ch.
45	K—R2	Q—QB5
46	Q—Q6 ch.	K—Kt2
47	Q—Q2 **15**	B—Q4 **16**
48	P—B3	K—B3
49	P—QKt4	P—KKt4
50	Q—Kt2 ch.	K—Kt3
51	P—Kt5	Q—KB5 ch.
52	K—Kt sq.	P—Kt5 **17**
53	P×P	Q—K6 ch.
54	K—R2	P×P
55	Q—QB2 ch.	K—Kt4
56	P—Kt3	Q—B6
57	Q—B sq. ch.	K—R4
58	Resigns.	

* See Diagram page 168.

Game 2.

Irregular Opening.

White,
W. STEINITZ.

Black,
M. TSCHIGORIN.

1	KKt—B3	P—Q4
2	P—Q4	B—Kt5
3	Kt—K5	B—R4
4	Q—Q3 **18**	Q—B sq. **19**
5	P—QB4	P—KB3
6	KKt—B3	P—K3
7	Kt—B3	B—Kt3
8	Q—Q sq. **20**	P—B3
9	P—K3	B—Q3
10	B—Q2	Kt—K2
11	R—B sq.	Kt—Q2
12	KKt—R4	P—KB4
13	P—KKt4 **21**	Kt—B3
14	P—KR3	Kt—K5
15	B—Q3	KBP×P **22**
16	Kt×B	KKt×Kt **23**
17	B×Kt	P×B
18	Kt×P	B—K2
19	P×P **24**	P—K4
20	P—Q5	Q—Q2
21	B—B3 **25**	R—Q sq.
22	R—R5 **26**	P×P
23	P×P	O—O **27**
24	P—Q6 D† **28**	Q—K3 **29**
25	Q—Kt3	Q×Q
26	P×Q	B×P
27	Kt×B	R×Kt

Game 2—cont'd.

28	B—Kt4 **30**	R—Kt3
29	B×R	K×B
30	R—B8 ch.	K—B2
31	R—B7 ch.	K—B3
32	KR—B5 ch.	K—K3
33	KR—B7	R—Kt5
34	R×QKtP	R×KKtP
35	R×KKtP	P—KR4
36	R×QRP	K—B4
37	P—B3	R—Kt7
38	R—R6	Resigns.

† See Diagram page 168.

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Tschigorin v. Steinitz.

1. Game 1.—See our remarks on this move in the introduction of this series of games.

2. Game 1.—Apparently strong, but not as good as the line of play subsequently adopted by Mr. Tschigorin, viz.: 8 QB—KKt5, 8 Q—Q3; 9 P—Q5.

3. Game 1.—We think the best plan is now to simplify matters by 8....P—KR3; 9 Kt×P, 9 R—B sq.; 10 Kt×KP, 10 Kt×Kt; 11 P×Kt, 11 Q×P; and though Pawns are even, we much prefer Black's game as White's QBP is weak and his QKt has little scope for action.

4. Game 1.—If 11 P—K5, 11 Q—QB3; 12 QKt—R3, 12 Kt—B4; 13 Kt—B3, 13 Kt—K3; with an excellent game.

5. Game 1.—Black gives up the P gained in order to break up the adverse centre and in the hope of gaining material after castling. However, the bad position of his QKt is a drawback to his game.

6. Game 1.—This premature attack is fully neutralized by the opponent's very clever play. P—QB3 at once was much better.

7. Game 1.—Defending everything indirectly. Of course Black dare not take both Knights on account of the ultimate R—K sq.

8. Game 1.—We believe that Q—QR4 instead was much stronger and would have made it very difficult for Black to release his pieces.

9. Game 1.—A weak move which gets Black into trouble. He could still retain some advantage with hopes of winning by 25....Q×P; 26 Q×P, 26 Kt—R4, etc.

10. Game 1.—An excellent rejoinder which gives White anyhow some attacking initiative. See Diagram, page 166.

11. Game 1.—An extraordinary blunder. Black overlooked that the check at R8 was guarded by the Q. 27....R—R4; 28 B×P, 28 R—Kt4; 29 B—B2, 29 Q—B3 left Black still with a good game in which he could easily effect a draw almost at any time.

12. Game 1.—Not a good move. Q to either B sq. instead, followed by P—KR3, and K—R2 would have soon secured White's King against all danger of being hunted by checks, and would have given freedom to White's Q and B to operate in conjunction with the Pawns on the King's side.

13. Game 1.—At this stage the game was adjourned, and Mr. Tschigorin sealed the move in the text.

14. Game 1.—If 38 Q×Q; 38 P×P ch.; 39 K×P, 39 P×Q; followed by P—KB3 and P—KKt3 drawing easily.

15. Game 1.—Feeble. If anything could be hoped for, P—QKt4 presented the best chance of offering resistance.

16. Game 1.—An excellent move which shuts out the adverse Q and prepares White's attacking advance of Pawns.

17. Game 1.—White's attack is now obviously irresistible. The latter part of the game has been played by Mr. Tschigorin with consummate mastery.

Steinitz v. Tschigorin.

18. Game 2.—In the correspondence match between London and St. Petersburg, the former party played here P—KKt4, which is inferior to the move in the text.

19. Game 2.—Best. If 4....P—QB3; 5 Q—KR3, 5 KKt—B3; 6 P—KB4, 6 P—KR3 (or 6....QKt—Q2; 7 P—KKt4, 7 Kt×Kt; 8 BP×Kt, 8 B×P; 9 Q—KKt3 and wins); 7 P—KKt4 with the superior game.

20. Game 2.—White is still ahead in the development with one minor piece, albeit his retreats of Kt and Q.

21. Game 2.—White has now we believe some advantage in position.

22. Game 2.—A grave error. Black evidently speculated on White's replying RP×P, whereupon the the reply Kt×BP would win.

(Continued on page 169.)

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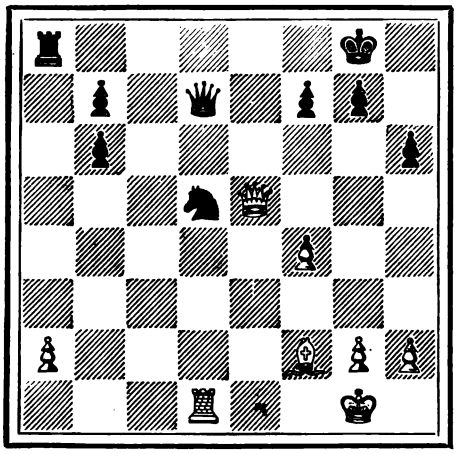
GAME No. 1.

Move 27. Q—K5.

Page 166.

BLACK—W. STEINITZ.



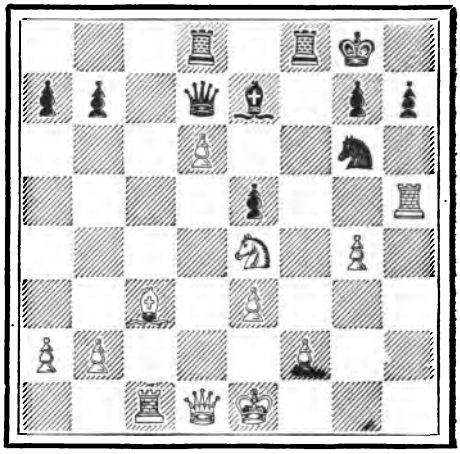
WHITE—M. TSCHIGORIN.

GAME No. 2.

Move 24. P—Q6.

Page 166.

BLACK—M. TSCHIGORIN.



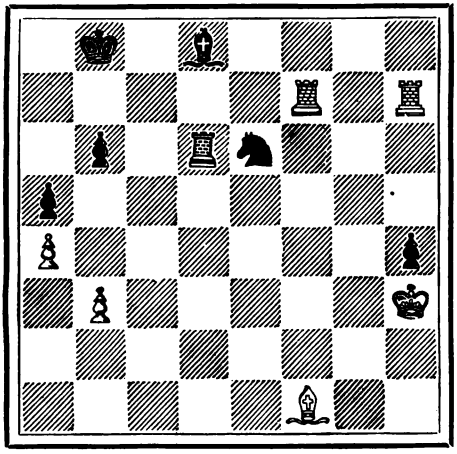
WHITE—W. STEINITZ.

GAME No. 3.

Move 76. B—B sq.

Page 166.

BLACK—W. STEINITZ.



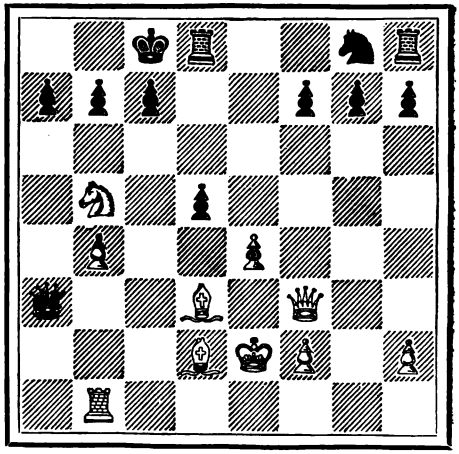
WHITE—M. TSCHIGORIN.

GAME No. 4.

Move 16. Kt—Kt5.

Page 170.

BLACK—M. TSCHIGORIN.



WHITE—W. STEINITZ.

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(Continued from page 167.)

23. Game 2.—If 16....QKt×QKt; the reply 17 Kt×Kt wins a piece, for after 17....Kt×Q; 18 Kt×Q, Black's B remains attacked.

24. Game 2.—Simply Q×P was much stronger. He now becomes exposed to a strong attack in turn.

25. Game 2.—Perhaps good enough, but probably 21 Kt—B3, 21 B—Kt5; 22 P—K4, 22 B×Kt; 23 R×B, would have won with less difficulty.

26. Game 2.—Black may now win the QP, but will lose another with the much inferior game.

27. Game 2.—Disastrous. But he could not hold out for long by adopting the other alternative 23....Q×P; 24 Q×Q, 24 R×Q; 25 P—KB4, for if 25....B—B3; 26 P×P, and Black dare not take either with the Kt or the B, as White after exchanging would ultimately gain a piece by R—B8 ch.

28. Game 2.—Decisive. See Diagram, page 168.

29. Game 2.—Some bystanders afterward thought that 24....Kt—R5; threatening Kt—Kt 7 ch., would have turned the game in Black's favor, and no doubt it gives the defence a strong counter-attack in all variations, excepting against the ingenious reply 25 K—B sq., pointed ont by Senor Lopez with the probable continuation: 25....Kt—B6; 26 P×B, 26 Q×Q ch. (or 26....Q×KtP; 27 P×KR ch., 27 R×R; 28 Q—Q5 ch., 28 K—R sq.; 29 R—R sq., etc.); 27 R×Q, 27 R×R ch.; 28 K—K2, and wins.

30. Game 2.—White wins without much effort.

Tschigorin v. Steinitz.

31. Game 3.—It would have been better to wait with this move until White played Kt—Q5, and to castle first.

32. Game 3.—The more defensive Q—K2 was probably better.

33. Game 3.—Threatening Kt×BP.

34. Game 3.—Black could have won the Queen here temporarily for only two minor pieces, but his game would have been so much disorganized as to become indefensible, *e. g.*, 17 B×Kt, 17 P×B; 18 B×P, 18 B×B (if 19 Kt×P, 19 Q—Kt3 ch,; 20 K—R2, 20 B×B and wins); 19....Kt—B5; 20 Q×Kt,! (if 20 K—R2, 20 Q—R4 and though White may now capture the Kt, and afterward take the R with the B, Black will be able to make a better fight than in the line of play we propose), 20....P×Q; 21 B×R, 21 Q×B; 22 Kt×P, threatening Kt—K6, 22....Kt—Kt3; 23 Kt×R, followed by R—Q2 and doubling Rooks with an easily won game.

35. Game 3.—An error which costs the exchange. Black might have obtained a defensible game by 20....Q×Q; 21 B×Q (if 21 P×Q, 21 B×Kt; 22 P×B, 22 Kt×P and should win), 21....P—B3 (not 21....B×Kt; for as Mr. Tschigorin rightly points out White would then obtain the advantage by 22 P×B, 22 Kt×P; 23 R—QB sq., etc.); 22 B×Kt, 22 P×Kt; 23 B—Q5, 23 B—QB3; etc.

36. Game 3.—We believe P—R5 was better, as White had then the option of advancing the RP further and trying to get up an attack against the adverse QRP, or else he could exchange Pawns at a convenient time and open the QR file for his R.

37. Game. 3.—If P—KKt4 White would have answered P—KR4, followed soon by R—KR sq. after removing the King.

38. Game 3.—White plays with consummate mastery.

39. Game 3.—There was nothing better. If P—Kt4 ch., White after retreating the K would have played R—K sq., followed by withdrawing the other R and R—K6. Black's R could not then oppose at K sq. on account of the rejoinder R×Kt ch.

40. Game 3.—Loss of time. The King had to make his exit on the Queen's side later on, and it was much better to enter on that retreat at once.

41. Game 3.—A profound move. White perceives the exigencies of the position with an acumen that hardly finds its equal in any ending previously played over the board. It is impossible to enter in

(Continued on page 171.)

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Game 3.

Ruy Lopez.

White,
M. Tschigorin.

Black,
W. Steinitz.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—Kt5	P—Q3
4	P—Q4	B—Q2
5	P×P	P×P
6	O—O	B—Q3
7	Kt—B3	KKt—K2
8	B—KKt5	P—B3 **31**
9	B—K3	O—O
10	B—QB4 ch.	K—R sq.
11	QKt—Kt5	Kt—QB sq.
12	Q—Q2	Q—K sq. **32**
13	QR—Q sq. **33**	QB—KKt5
14	B—K2	QKt—Q sq.
15	P—QB4	Kt—K3
16	P—KR3	B—KR4
17	P—QB5	B—K2 **34**
18	Q—Q5	Q—QB3
19	B—QB4	B—K sq.
20	P—QR4	Kt×QBP **35**
21	B×Kt	B×B
22	Q×Q	B×Q
23	Kt×QBP	Kt—Q3
24	B—Kt3	B×KP
25	Kt×R	B×Kt.
26	P×B	R×Kt
27	R—Q5	P—QKt3

Game 3—cont'd.

28	KR—Q sq.	R—Q sq.
29	K—Kt2 **36**	P—QR4
30	B—B2	P—KKt3 **37**
31	P—KR4	K—Kt2
32	P—KB4	P×P
33	K—B3	P—B4
34	K×P	K—B3
35	B—Kt3	P—KR3
36	P—KR5 **38**	P×P **39**
37	B—B2	K—K2
38	R—K5 ch.	K—B sq. **40**
39	R×BP ch.	K—K2
40	R—K5 ch.	K—Q2
41	P—B3	P—KR5
42	K—Kt4	R—KKt sq. ch
43	K×P	R—Kt7
44	B—KB5 ch.	K—B3
45	P—Kt3 **41**	B—B7 ch.
46	K—R3	R×Kt6 ch.
47	K—R2	R×BP
48	K—Kt2	R—B5 **42**
49	B—K6	B—QB4
50	B—Q5 ch.	K—Q2
51	R—K6	Kt—KB4
52	B—QB4 ch.	K—B2
53	R—Q3	P—KR4
54	B—QKt5	R—KKt5 ch.
55	K—R2 **[43**	R—R5 ch.
56	R—R3	B—Q3 ch.
57	K—Kt2	R—Kt5 ch.
58	K—B sq.	Kt—Kt6 ch.

Game 3—cont'd.

58	K—B2	P—R5
60	R—KR6 **44**	R—B5 ch.
61	K—Kt2	B—K2
62	R—QB6 ch.	K—Kt2
63	R—QB4	R—KB sq.
64	R—Q4	K—B sq.
65	R—Q7	B—Q sq.
66	R—KR2 **45**	Kt—K5
67	R—KKt7	Kt—QB4
68	QR—KR3	B—KB3
69	R—KR7	B—Q sq.
70	B—QB4	R—B5
71	R—KB3	R—Q5
72	R—KKt7	K—Kt sq.
73	R(B3)—B7 **46**	R—Q3
74	K—R3	R—Q7
75	R—KR7	R—Q3
76	B—Bsq. **47** D*	Kt—K3
77	R—Q7 **48**	R—B3
78	R—Kt4	R—B2
79	B—B4 **49**	R×B ch.
80	P×R	K—B sq.
81	R—Q6	Kt—B4
82	R—B6 ch.	K—Kt sq.
83	R—R8	Resigns. **50**

* See Diagram page 168.

† See Diagram page 168.

Game 4.

Irregular Opening.

White,
W. Steinitz.

Black,
M. Tschigorin.

1	Kt—KB3	P—Q4
2	P—Q4	B—Kt5
3	P—B4 **51**	B×Kt
4	KtP×B **52**	P—K3
5	P×P	Q×P **53**
6	P—K4	B—Kt5 ch.
7	Kt—B3	Q—QR4 **54**
8	B—Q2	QKt—B3 **55**
9	P—Q5	P×P
10	P—QR3	Kt—Q5
11	B—Q3 **56**	O—O—O **57**
12	P×B	Kt×P ch.
13	Q×Kt **58**	Q×R ch.
14	K—K2	Q×P
15	R—QKt sq.	Q×R6
16	Kt—QKt5 D†	Q—R3 **59**
17	Q×P	Q—QKt3
18	R—QB sq.	Kt—KR3 **60**
19	Q×KKtP	P×P
20	Q×BP ch.	Q×Q
21	R×Q ch.	K—Kt sq.
22	KB×P	Resigns. **61**

Game 5.

Evans Gambit.

White,
M. Tschigorin.

Black,
W. Steinitz.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—QB4	B—QB4
4	P—QKt4	B×P
5	P—B3	B—R4
6	O—O	Q—B3
7	P—Q4	KKt—K2
8	B—KKt5	Q—Q3 **62**
9	Q—QKt3	O—O
10	R—Q sq.	B—QKt3 **63**
11	P×P	Q—KKt3
12	Q—QR3 **64**	R—K sq.
13	QKt—Q2	P—Q3
14	P×P	P×P
15	B—KB4	B—QB4
16	Q—QB sq.	B—KKt5
17	B—KKt3	QR—Q sq.
18	P—KR3 **65**	B×Kt **66**
19	Kt×B	Q×B
20	K×R sq.	Q—Kt3 **67**
21	R—Q3 **68** D‡	Q—B3 **69**
22	Q—Q2	Kt—KKt3
23	Kt—Kt3	QKt—K4
24	R—KB3 **70**	Kt×R
25	B×BP ch.	Q×B
26	P×Kt	Q—QB5 **71**
27	Resigns.	

‡ See Diagram page 172.

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(Continued from page 169.)

an extensive analysis, and we can only point out that if White had stuck to his KBP and given up the QKtP for it, Black could well give up ultimately the B for the advancing P, but would in the meanwhile direct the attack with R and Kt against White's sole remaining QRP with almost a certain draw and even some prospects of winning.

42. Game 3.—Of course if R×B White would answer R×Kt ch.

43. Game 3.—The manœuvre that follows shuts up White's R for some time, but it is not satisfactory in the end. Black had more chance of a draw by 54....R—B7 ch.; 55 K—R3, 55 B—Q3; 56 R—B 2, 56 R—B4 (if 56....R×R; 57 R—B3 ch., etc.); 57 R—B3 ch., 57 B—B4; and we believe Black ought to obtain a draw by a series of checks, or would win the KtP, which would, of course, also secure a draw at least.

44. Game 3—A beautiful move which compels Black ultimately to abandon his attack against the King as he is bound to protect his RP with his B.

45. Game 3.—The co-operation of his R with the other is now secured in a few moves, and White is bound to win, especially as he holds Black's King tight in the last row.

46. Game 3.—At this stage the game was adjourned till next day, White having sealed the move in the text.

47. Game 3.—See Diagram page 168. White threatens to bring the B—Kt2, followed by R—QR7.

48. Game 3.—The only correct answer. If R—Kt7 ch., Black plays KB sq., followed by Kt—B2, which shuts out the R and must ultimately win the exchange by K—Kt sq.

49. Game 3.—The rest tells its own tale.

50. Game 3.—For if Kt—Kt2, White answers R×P.

Steinitz v. Tschigorin.

51. Game 4.—We consider this not alone quite sound, but probably the best answer against Black's early sally with the QB which is premature and altogether unadvisable on generai principles, as this piece is much wanted for the protection of the Q side in this opening.

52. Game 4.—The P cannot well be taken as it cannot be defended, and White obtains, therefore, a strong centre. If, for instance, 4....P×P; 5 P—K3, 5 P—QKt4 (or 5....P—K4; 6 B×P, 6 Q—Q3; 7P×P with an excellent game. Compare second consultation game, page 194);6 P—QR4, 6 P —QB3; 7 P×P, 7 P×P; 8 P—QKt3 with much the best of the game.

53. Game 4.—Injudicious, as White gains much time in forming his centre by his reply. P×P was the only correct answer.

54. Game 4.—Under the circumstances Q—KR4 was no doubt much better.

55. Game 4.—Mr. Tschigorin lnforms us that this was the result of a miscalculation. He had foreseen all the subsequent moves on both sides up to White's 14th, but he had overlooked in his forecast that White's KR would then remain defended by the Q.

56. Game 4.—Of course, if P×B at once, Black replies Q×R followed by Kt—B7 ch.

57. Game 4.—If 11....P×P; 12 B×P, 12 Q—K4; 13 P×B, 13 P—KB4; 14 R—R5, 14 Q—K3 (or 14 ....P—QKt4; 15 Kt×P, 15 P×B; if 15....Kt×Kt; 16 B—B3 and wins); 16 B—B3, 16 Kt×Pch.; 17 Q×Kt and wins.

58. Game 4.—Better than 13 K—K2, 13 Kt—Q5 ch.; 14 K—B sq., 14 Q×P;15 Kt×P (or 15 Kt—Kt5), 15....Q—Kt6; 16 B—QB3, 16 Q×Q ch.; 17 R×Q, 17 Kt—K3 and Black with two Pawns for the piece may make a long fight after the exchange of Queens, whereas the play in the text ensures White an irresistible attack against the adverse King, albeit Black has three Pawns for the exchange.

59. Game 4.—If 16....Q—R7; 17 Q—B4, 17 R—Q2; 18 R—QB sq., 18 P—QB3; 19 Kt—Q6 ch. and wins.

(Continued on page 173.)

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GAME No. 5.

Move 21. R—Q3.

Page 170.

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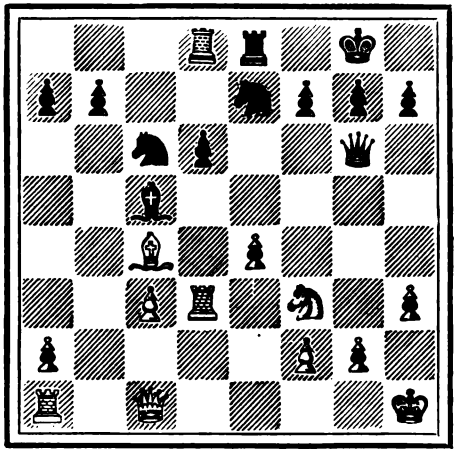


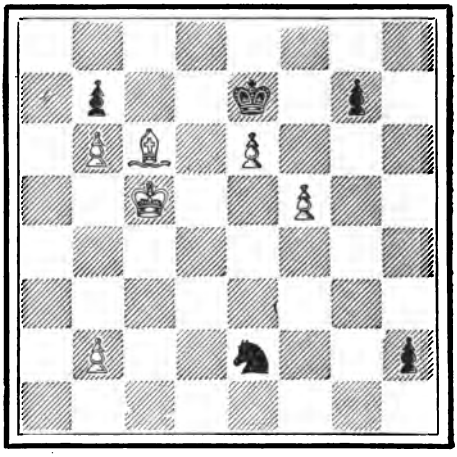
WHITE—M. TSCHIGORIN.

GAME No. 6.

Move 35. B×P.

Page 174.

BLACK—M. TSCHIGORIN.



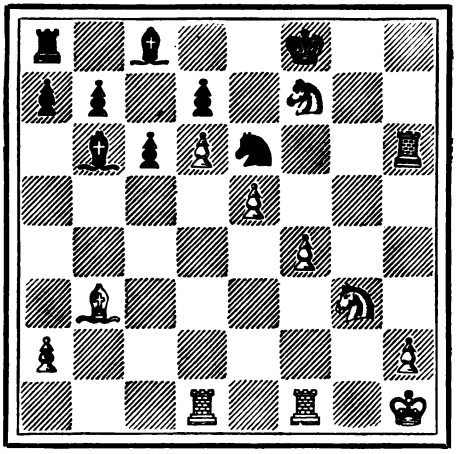
WHITE—W. STEINITZ.

GAME No. 7.

Move 31. Kt×P.

Page 174.

BLACK—W. STEINITZ.



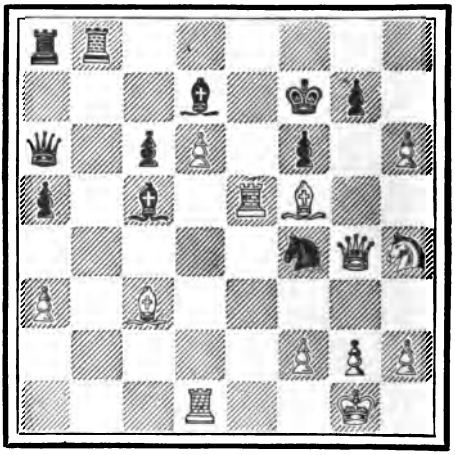
WHITE—M. TSCHIGORIN.

GAME No. 8.

Move 33. R×P.

Page 174.

BLACK—M. TSCHIGORIN.



WHITE—W. STEINITZ.

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(Continued from page 171.)

60. Game 4.—The following fine termination might have occurred in reply to 18....P—QB3; namely: 19 QB—KB4, 19 R—Q2 (or 19....Kt—R3; 20 R×P ch., 20 P×R; 21 Kt×P ch. and wins); 20 Q—K8 ch., 20 R—Q sq.; 21 Kt×P ch., 21 Q×Kt, 22 R×P ch. and mates in two more moves.

61. Game 4.—White threatens mate in three moves, and there is no defence excepting R—Q2, which, of course, is as much as abandoning the game.

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62 Game 5.—This is forced. For if 8....Q—Kt3; 9 B×Kt, 9 K×B (or 9....Kt×B; 10 Kt×P and wins); 10 P—Q5 with a fine atiack.

63. Game 5.—Black might have kept the superiority of Pawns by exchanging QP, but obviously White would then have forced a centre similar to the one usually obtained in other variations of this opening, and all the stronger in the present situation, as Black's Q was badly placed. The move in the text releases the defence.

64. Game 5.—Preventing the development of the adverse QP, but only for a little time.

65. Game 5.—White's position was already much inferior. If, for instance, 18 B—K2 Black could institute a vehement attack by the answer 18....P—Q4. The move in the text was, however a fearful error which cost a clear piece.

66. Game 5.—Black could also answer 18....QB×RP; and if 19 K—R2, *e. g.* KB×P winning easily, but of course the play actually adopted is more than sufficient.

67. Game 5.—If Q or B×P, White could still hope for some attack by the reply R—KB sq., followed by Kt—Kt5.

68. Game 5.—See Diagram page 172.

69. Game 5.—If 21....Q×KP; 22 B×P ch., and obviously Black dare not take the B on account of the winning rejoinder Kt—Kt5 ch.

70. Game 5.—Desperate, but White's game was beyond recovery.

71. Game 5.—Black had sufficient forces to win, even after 26....Q—KB5; 27 Q—Q5 ch., 27 K—R sq. (if 27....K—B sq.; White might still harrass him by 28 R—KKt sq.); 28 Kt—B7 ch., 28 Q×Kt; 29 Q×Q, 29 R—KB sq.; with three pieces for the Q and an irresistible attack. But of course the move in the text was the simplest and surest.

Steinitz v. Tschigorin.

72. Game 6.—This is not as good as P—K3.

73. Game 6.—A counter gambit which already occurs in similar positions in the games between Labourdonnais and MacDonnell.

74. Game 6.—Black wisely refrains from castling on the Queen's side, as his King is wanted on the other wing for the protection of the KP.

75. Game 6.—A lost move, as the sequel shows.

76.—Game 6.—If 11 P×P, 11 Kt—Kt3; 12 B×P, 12 KKt×BP; 13 R×BP, 13 Kt×KP; 14 R×Kt (if 14 R×BP, 14 B×P with a strong attack), 14....Kt×B; 15 K—B2, 15 KR—KKt sq.; 16 P—Kt3, 16 B—Q5; 17 B—B3, 17 B×B; 18 K×B best, for if Kt×B fhe reply R—Q7 ch. is fatal, 18....Kt—K4 and Black, though a P behind, has an irresistible attack.

77. Game 6.—This leads to a general exchange of minor pieces which releases Black from the greatest part of his difficulties, whereas KB—B3 instead would have kept the attack well in hand. If Black answer 16....castles; then White could well proceed with 17 Kt×B, 17 RP×Kt; 17 P—K6, with a strong attack.

78. Game 6.—Ill-conceived. K—B2 was far better.

(Continued on page 175.)

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Game 6.

Irregular Opening.

White,
W. STEINITZ.

Black,
M. TSCHIGORIN.

1	KKt—B3	P—Q4
2	P—Q4	B—Kt5
3	P—QB4	B×Kt
4	KtP×B	P×P
5	P—K4 **72**	P—K4 **73**
6	P×P	Q×Q ch.
7	K×Q	QKt—B3
8	P—B4	R—Q sq. ch.
9	B—Q2 [**74**	B—B4
10	R—Kt sq. **75**	KKt—K2
11	B×P **76**	Kt—Kt3
12	K—B sq.	B×P
13	R—Kt2	B—Kt3
14	Kt—B3	Kt—Q5
15	Kt—Q5	Kt—KB6
16	Kt×B **77**	Kt×B
17	R×Kt	RP×Kt
18	R×R ch.	K×R
19	B×P	Kt×BP
20	K—Q2 **78**	R—B sq.
21	B—Kt3	Kt—Kt3
22	P—K6	K—K2
23	R—KKt sq.	R—B7 ch.
24	K—K3	R×RP
25	R—Kt5 **79**	R—R6 ch.
26	K—Q4	R—KB6
27	R—QKt5	Kt—B5

Game 6—cont'd.

28	P×R4	P—R4 **80**
29	P—R5	P—R5
30	P×P	P—B3 **81**
31	R—KB5 **82**	Kt—K7ch. **83**
32	K—B5 **84**	R×R ch.
33	P×R	P—R6
34	B—R4	P—R7
35	B×P **85**D*	P×B
36	P—Kt7	P—R8 (Q)
37	P—Kt8 (Q)	Q—QB8 ch.
38	Resigns.	

Game 7.

Evans Gambit.

White,
M. Tschigorin.

Black,
W. Steinitz.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×KtP
5	P—QB3	B—R4
6	Castles	Q—B3
7	P—Q4	KKt—K2
8	QB—Kt5	Q—Q3
9	P—Q5	Kt—Q sq.
10	Q—R4	B—Kt3 **86**
11	Kt—R3	Q—Kt3
12	B×Kt	K×B
13	Kt×P	Q—KB3
14	Kt—B3	Q×P
15	P—K5	P—QB3 **87**
16	P—Q6 ch.	K—B sq.
17	B—Kt3 **88**	P—KR3 **89**
18	Q—R4	P—Kt4
19	Q—R5 **90**	Q—Q6
20	QR—Q sq. **91**	Q—R2 **92**
21	Kt—B2 **93**	K—Kt2 **94**
22	QKt—Q4	Q—Kt3
23	Q—Kt4	P—KR4 **95**
24	Kt—B5 ch.	K—B sq.
25	Q×KtP	Q×Q
26	Kt×Q	P—R5 **96**
27	K—R sq.	R—R4

Game 7—cont'd.

28	P—B4	Kt—K3
29	P—Kt4	P×P *e. p.*
30	Kt×KtP	R—R3
31	Kt×P **97** D†	K×Kt
32	P—B5	K—K sq.
33	P×Kt	P×P
34	Kt—K4	Resigns. **98**

Game 8.

Irregular Opening.

White,
W. Steinitz.

Black,
M. Tschigorin.

1	KKt—B3	KKt—B3
2	P—Q4	P—Q4
3	P—QB4	P—K3
4	QKt—B3	P—QB3 **99**
5	P—K3	B—Q3
6	B—Q3	QKt—Q2
7	Castles	Castles
8	P—K4	P×KP
9	Kt×P	Kt×Kt
10	B×Kt	P—KR3 **100**
11	B—B2	R—K sq. **101**
12	R—K sq.	Q—B3 **102**
13	B—Q2	Kt—B sq.
14	B—B3	B—Q2
15	P—B5 **103**	B—Kt sq.
16	P—Q5	Q—Q sq. **104**
17	P—Q6	P—QKt3
18	P—QKt4	P—B3 **105**
19	Q—Q3 **106**	P—QR4
20	P—QR3	P—K4
21	Kt—R4 **107**	KtP×P
22	P×BP	B—R2
23	QR—Qsq **108**	B×P
24	Q—B4 ch.	Kt—K3
25	Q—K4	Kt—B sq.
26	Q—B4 ch.	Kt—K3
27	B—Kt6 **109**	Q—Kt3

Game 8—cont'd.

28	R—K2 **110**	KR-QKtsq **111**
29	R—Kt2 **112**	Q—R2
30	B—B5	K—B2
31	R—K2	Q—R3 **113**
32	Q—KKt4	Kt—B5
33	R×P D‡	P×R
34	B×P	P—KKt4
35	B—Kt6 ch.	K—B sq. **114**
36	Q×B	Q—R2
37	Q—B5 ch.	K—Kt sq.
38	P—Q7	Resigns.

* See Diagram page 172. † See Diagram page 172. ‡ See Diagram page 172.

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(Continued from page 173.)

79. Game 6.—A grave error. As pointed out by Senor Vazquez, he could at least draw by 25 R—KB sq., 25 Kt—K4; 26 R—B5, 26 R—R6 ch., best (if 36....K—Q3; 27 R×Kt and wins; or if 26 ....Kt—Kt5 ch.; 27 K—B3, 27 Kt—B2; 28 P—K5 and wins); 27 K—K2, 27 R×B; 28 P×R and White ought to draw at least.

80. Game 6.—The march of this P is well-timed and goes the shortest road to victory.

81. Game 6.—Excellent play, as it blocks out the R from his most commanding file and leaves Black the option of several winning attacks.

82. Game 6.—There was hardly anything better, for if R—KKt5 Black would have answered R—KKt 6, and if then the R moved to KB5, Black would capture the KP checking and wins with ease.

83. Game 6.—As will be seen, Black has calculated to the end with great exactitude in order to counteract the last resource which White is trying to adopt.

84. Game 6.—Just as bad was K—K5, as Black would also exchange Rooks and ultimately his Queen would check at R7 winning the adverse Queen. Again, if K—B4 Black would proceed in a similar way as actually played, and would ultimately win by Q—Q4 ch. and exchanging Queens by Q —Kt4 ch.

85. Game 6.—A forlorn hope. But, of course, White had no other resource. See Diagram. page 172.

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86. Game 7.—If 11....Kt—Kt3; 12 QKt—Kt5, 12 Q—B sq.; 13 B—K3, 13 P—QB3; 14 B×B, 14 P× Kt; 15 B×P with the much superior game.

87. Game 7.—Black is a P ahead, but his game is fearfully cramped. P—Q3 was obviously worse as White would exchange Pawns followed by R—K sq. ch.

88. Game 7.—An excellent move which establishes communication of the Q with the King's side and gives White a powerful attack on that wing.

89. Game 7.—This is the only reply, we believe, to counteract the threatened Q—KR4.

90. Game 7.—If Kt×P White would answer Q×KP with the superior game.

91. Game 7.—Splendid play. The R exercises a powerful influence on that square for the ending. Of course, if Kt×P Black would answer Q—B4 effectively.

92. Game 7.—If Q—Kt3 White would exchange Queens followed by P—K6 with an irresistible attack.

93. Game 7.—White we believe missed here the opportunity of obtaining the victory by 21 P—K6, 21 Kt×P; 22 B×Kt, 22 BP×B; 23 Kt—K5 followed by R—Q3 with an irresistible attack.

94. Game 7.—Feeble. Kt—K3 was now the best defence.

95. Game 7.—This P is now entirely thrown away. He ought to have still played 23....Kt—K3; and if 24 B—B2, 24 P—KR4; 25 Q—Kt3, 25 P—R5; 26 Q—Kt4, 26 Q—R4 with good hopes of extricating himself and winning with the majority of Pawns.

96. Game 7.—There was hardly any good defence. If 26....Kt—K3; 27 Kt×Kt ch.,27 BP×Kt ;28 Kt —K7, 28 R—R2; 29 K—R sq. 29 B—Q sq.; 30 Kt×B, 30 R×Kt; 31 P—B4, 31 KR—B2; 32 P —B 5, 32 R×P, 33 R×R, 33 P×R; 34 R—KB sq., with an irristible attack.

97. Game 7.—Beautiful play. See Diagram page 172.

98. Game 7.—The ch. of White's Kt at B6 is obviously fatal to Black's game. If, for instance, 34....B —Q2; 35 Kt—B6 ch., 35 K—Q sq.; 36 Kt—Kt8, 36 R—R sq.; 37 R—B8 ch., 37 B—K sq., 38 P— Q7 and wins. Again if 34....B—Q sq.; White mates elegantly by 35 P—Q7 ch., 35 B×P; 36 Kt —Q6 ch., 36 K—K2; 37 R—B7 mate.

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99. Game 8.—With the intention of keeping the QP twice defended and in order to make the KP avail-

(Continued on page 177.)

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GAME No. 9.

Move 52....R—Q8.

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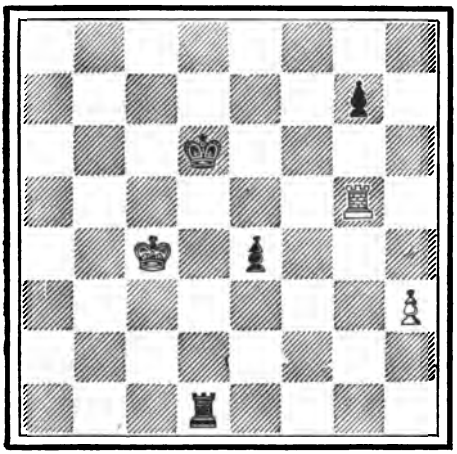
BLACK—W. STEINITZ.



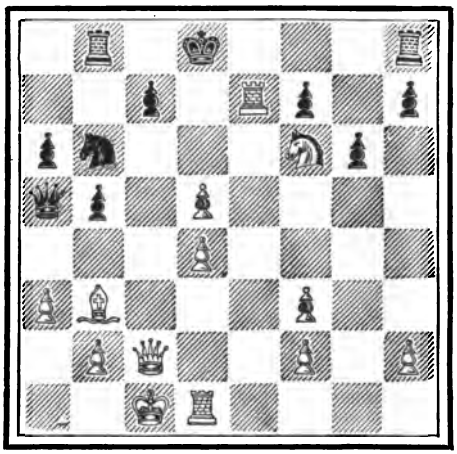
WHITE—M. TSCHIGORIN.

GAME No. 10.

Move 25. R×Kt.

Page 178.

BLACK—M. TSCHIGORIN.



WHITE—W. STEINITZ.

GAME No. 11.

Move 13. QR—Kt sq.

Page 178.

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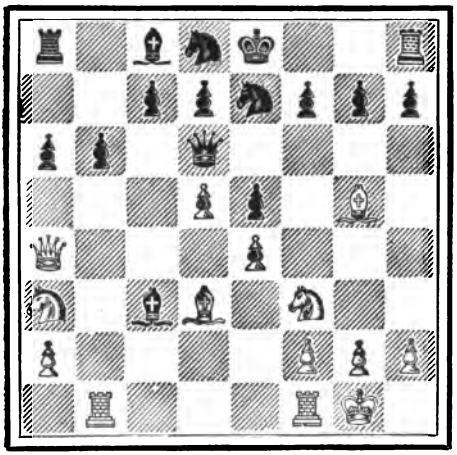

WHITE—M. TSCHIGORIN.

GAME No. 12.

Move 57. R×Kt.

Page 182.

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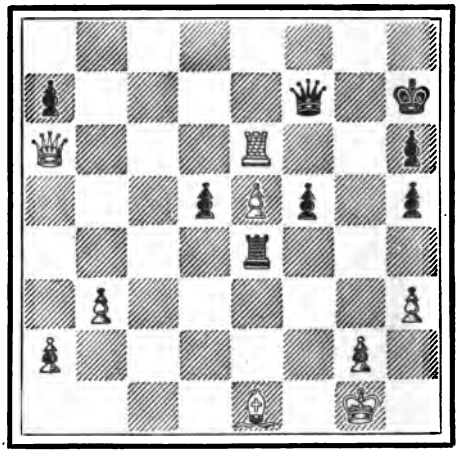

WHITE—W. STEINITZ.

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Continued from page 175.

able later on for an advance. But we doubt the advisability of this plan which keeps the Black pieces shut up for a long time.

100. Game 8.—With the view of advancing P—K4 which he could not do at once as White after exchanging would ultimately win a P by B×RP ch. followed by Q—R5 ch.

101. Game 8.—Again he cannot push the KP on account of the rejoinder Q—Q3.

102. Game 8.—A bad post for the Q and perhaps P—QB4 was his best resource at present.

103. Game 8.—By this manœuvre White blocks out two of the adverse pieces, but probably Kt—K5 would have led to a more speedy and successful direct King's side attack, for if Black took the Kt White could retake with the P followed by R—K3 and R—KKt3.

104. Game 8.—More promising for the defence was probably 16....P—K4; 17 P—Q6, 17 B—Kt5; 18 B—K4, 18 Kt—Q2; 19 P—Kt4, 19 P—QR4.

105. Game 8.—Necessary for if P—QR4 at once White would reply Q—Q4 followed P×KtP.

106. Game 8.—But White could now easily hold command of the position on both wings by B—K4 threatening P—Kt5. If Black drove back this B by P—B4 then the formidable entrance of White's Q at Q4 after retreating the KB would win.

107. White here overrates his attack the on King's side, for as will be seen the entrance of the Kt at Kt 6 which he speculated upon would hardly yield him any advantage.

108. Game 8.—White had to change his intended tactics. If 23 Kt—Kt6, 23 B×P; 24 Kt×Kt, 24 K×Kt; 25 Q—R7, 25 B—K3; 26 B—Kt6, 26 B—Kt sq.; 27 Q—R8, 27 Q—Q2!; and merely at the cost of the exchange for which Black has already one P he blocks out the adverse Queen from the game.

109. Game 8.—Obviously White had here a draw by repetition of moves, for if he now played Q—K4 Black was bound to answer Kt—B sq. or Kt—Kt4, as he had to guard against the ch. of the Q, whereupon White could again attack the B by Q—B4 ch. and compel the Kt to interpose.

110. Game 8.—Better than B×R, whereupon by the reply B×P ch. Black gains a second P for the exchange and will also afterward exchange B for Kt which will make it very difiicult for White to win.

111. Game 8.—Probably his best plan was B×RP in order to fight out the battle with his passed Pawns on thc Queen's side, which we believe would have given him a fair prospect of drawing.

112. Game 8.—Necessary, for if B—B5 at once Black would reply Q—Kt6. Though White apparently loses time, as he has to go back again with his R to his former place, he in reality gains an important move as in the meanwhile he compels the Black King to come out to B2.

113. Game 8.—Vorious moves were suggested here afterward for the defence, but all were found on examination of no avail. If for instance, 31....B×RP; 32 QB×P, 32 Q—B4 (this seems best, for if P×B the R retakes, followed by QR—K sq.); 33 Q—Kt4 and wins equally, for if 33....P×B; 34 Q—Kt6 ch., etc.

114. Game 8.—Of course nothing could save his game. If 35....K—Kt sq.; 36 Q×B, 36 Q—R2 or R—Kt2; 37 B—R7 ch., 37 K—B sq.; 38 B—Kt7 mate.

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115. Game 9.— This is not a good move, for though Black ultimately wins the QBP against which he keeps the B directed, he exposes himself to a formidable attack.

116. Game 9.—The right play is here, 12 B—Q3 followed in reply to 12....B×P by 13 R—QKt sq., as played by Tschigorin in the 11tn game.

117. Game 9.—A very ingenious resource under the circumstances, that Black is two Pawns ahead, and White at any rate equalizes that material advantage by force. Any other line of play would have left Black with an easily winning superiority.

118. Game 9.—This, we believe, is the simplest and best plan. After 22....R×P; 23 R—Kt7, White will obtain a strong attack either by R—Q sq. or R—QKt sq.

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Game 9.

Evans' Gambit.

White, M. TSCHIGORIN.

Black, W. STEINITZ.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×KtP
5	P—QB3	B—R4
6	Castles	Q—B3
7	P—Q4	KKt—K2
8	B—KKt5	Q—Q3
9	P—Q5	Kt—Q sq.
10	Q—R4	P—QKt3 **115**
11	QKt—R3	P—QR3
12	B—Kt3 **116**	B×P
13	QR—B sq.	Q—Kt5
14	QKt—Kt5 **117**	Q×Kt
15	Q×Q	P×Q
16	R×B	P—QB4
17	P×P *e. p.*	QKt×P
18	B×Kt	K×B
19	B—Q5	P—B3
20	B×Kt	P×B
21	R×P	B—Q2
22	R×KtP	KR—QKt sq.
23	R×R [**118**	R×R
24	R—Ktsq. **119**	B—B3
25	R—K sq. **120**	R—QR sq.
26	R—K2	R—R5
27	R—Kt2	R×KP

Game 9—cont'd.

28	P—KR3	K—Q3
29	Kt—Q2	R—QR5
30	P—B3	P—B4 **121**
31	K—B2	R—R6
32	Kt—Kt sq.	R—Q6
33	K—K2	P—K5
34	Kt—Q2	R—R6
35	P×P	P×P
36	Kt—Kt sq.	R—KKt6
37	K—B2	R—Q6
38	K—K2	P—R4 **122**
39	Kt—Q2	R—KKt6
40	K—B2	R—R6
41	Kt—Bsq. **123**	B—Q4
42	R×P	R×QRP ch.
43	K—K3	R×P **124**
44	K—Q4	B—B3
45	R×P	R—QR7
46	Kt—K3 **126**	R—Q7 ch.
47	K—B4	B—Q2
48	R—KKt5	B—K3 ch.
49	K—Kt4	R—Q5 ch.
50	K—Kt5	R—Q6
51	Kt—QB4 ch.	B×Kt
52	K×B	R—Q8 **125** D*
53	R×P **127**	P—K6
54	R—Kt2	K—K4
55	K—B3	K—K5
56	K—B2	R—KB8
57	Resigns.	

* See Diagram page 176.

Game 10.

Irregular Opening.

White, W. STEINITZ.

Black, M. TSCHIGORIN.

1	KKt—B3	P—Q4
2	P—Q4	B—Kt5
3	P—QB4	QKt—B3 **128**
4	P—K3	P—K4
5	Q—Kt3 **129**	B×Kt
6	P×B	KP×P **130**
7	BP×P	Kt—K4
8	P×P	Kt—Q2
8	Kt—B3 **131**	Q—K2 ch.
9	B—K3	Q—Kt5
10	Q—B2	KKt—B3 **132**
11	B—QKt5	R—Q sq. **133**
12	Castles Q side	P—QR3
13	B—R4	B—K2
14	KR—Kt sq.	P—KKt3 **134**
15	B—R6	P—QKt4
16	B—Kt3	Kt—Kt3
17	KR—K sq.	K—Q2
18	B—KB4 **135**	R—QB sq.
19	P—QR3	Q—R4
20	B—KKt5 **136**	Kt—Ktsq **137**
21	B×B	Kt×B
22	Kt—K4	R—QKtsq **138**
23	Kt—B6 ch.	K—Q sq.
24	R×Kt D†	K×R
25	Q×BP ch.	K—Q2 **139**
26	Q×Q	Resigns.
27		

† See Diagram page 176.

Game 11.

Evans' Gambit.

White, M. TSCHIGORIN.

Black, W. STEINITZ.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×P
5	P—QB3	B—R4
6	Castles	Q—B3
7	P—Q4	KKt—K2
8	B—KKt5	Q—Q3
9	P—Q5	Kt—Q sq.
10	Q—R4	P—QKt3
11	Kt—R3	P—QR3
12	B—Q3 **140**	B×P **141**
13	QR-Ktsq **142** ‡	B—Kt2 **143**
14	Kt—B4	Q—B4
15	B—K3	P—QKt4 **144**
16	B×Q	P×Q
17	KR-QBsq **145**	P—Q3
18	B×P **146**	P×B
19	Kt×QP ch.	K—Q2
20	Kt×B	B—Q5
21	Kt×B	P×Kt
22	Kt×Kt	KR×Kt
23	R—Kt7 ch.	K—Q3 **147**
24	P—K5 ch.	K×QP
25	R×Kt	QR—QB sq.
26	R×R	R×R
27	P—B3 **148**	R—B6

Game 11—cont'd.

28	B—K4 ch.	K—B5
29	R×BP	K—Kt5
30	P—K6	P—Q6
31	R—Q7	Resigns.

‡ See Diagram page 176.

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(Continued from page 177.)

119. Game 9.—An excellent move, which at any rate renders Black's winning more difficult. If he allowed Black time to institute a double attack with R and B against the QRP, his game was gone speedily.

120. Game 9.—If 25 Kt—Q2, 25 R—Q sq.; 26 R—Kt2, 26 B×P; etc.

121. Game 9.—Black, we believe, could have here sooner forced the victory by 30....K—B4; for if 31 Kt—Kt3 ch., 31 K—Kt5; 32 Kt—Q4 dis. ch., 32 K—B4; 33 R—B2 ch., 33 K×Kt; 34 R×B, 34 R×P; 35 R—B7, 35 P—Kt5 and Black will win by advancing his KtP and bringing his K up to QR8.

122. Game 9.—Black has gained time by his manœuvring with the R for this important advance.

123. Game 9.—Now, the only move, for if 41 Kt—Kt sq., 41 R—Q6; 42 K—K2, 42 R—KKt6; 43K—B 2, 43 P—R5; etc.

124. Game 9.—Very weak. Black could have won with facility by K—B3, which would have secured two Pawns plus.

125. Game 9.—Not good. R—Kt5 which would have compelled Black to retreat R—R2 in order to maintain his P was by far better, and gave him good hopes of a draw.

126. Game 9—White's K is cut off, and Black's passed P forces the victory. See Diagram page 176.

127. Game 9.—A little better was 53 R—Kt6 ch., 53 K—K4; 54 R×P, but Black would also soon win, even in that case, by first driving the adverse King further off with 54....R—B8 ch,; and then advancing the P.

Steinitz v. Tschigorin.

128. Game 10.—In the usual form of the Q's gambit into which this opening generally resolves itself the present move is not considered favorable to the defence, but Black adopted it, no doubt, with the view of attempting to break through on the 4th move.

129. Game 10.—We think this is the strongest continuation and the advantage of Pawns which White gains more than compensates the breaking up of his centre and the doubling of his Pawns.

130. Game 10.—Obviously if 6. ..B—Kt5 ch.; White interposes the B. But it should be noticed that if 6....QP×BP; 7 B×P, 7 Q—Q2; White should reply simply 8 P×P and not 8 B×P ch., whereupon after 8....Q×B; 9 Q×P, 9 K—Q2; 10 Q×R, Black obtains a strong attack by 10....Q×B P followed by KKt—B3 threatening B—Kt5 ch.

131. Game 10.—White might have won another P by Q×KtP, but then after 9....Q—K2 ch.; 10 B—K3 (or 10 K—Q sq., 10 R—Kt sq.; 11 Q×BP, 11 Q—B3 with a strong attack), 10....Q—Kt5 ch.; 11 Q×Q, 11 B×Q ch.; 12 Kt—B3, 12 KKt—B3; Black will recover one Pawn and will at least prolong the fight.

132. Game 10.—If 11....O—O—O; 12 O—O—O, 12 Kt—Kt3; 13 Q—B5 ch. and wins the BP, for should Black interpose the R then follows KB—QKt5.

133. Game 10.—If 12....O—O—O; 13 P—QR3, 13 Q—Q3 (or 13....Q—R4; 14 O—O, with an irresistible attack); 14 QR—QB sq. followed by Kt—K4.

134. Game 10.—15....O—O would have also given him a very bad game on account of 16 QB—KR6, and if 16....Kt—K sq.; 17 Q—KB5, 17 QKt—B3; 18 R×P ch., 18 Kt×R; 19 R—KKt sq., and wins.

135. Game 10.—Threatening B×P, followed by Kt×KtP double ch.

136. Game 10.—This is decisive whatever Black might do. White had also the option here of winning two minor pieces for the R thus: 21 R×B ch., 21 K×R; 22 B—Kt5, 22 Kt—Q2; 23 Kt—K4, 23 Q—Kt3; 24 Kt×Kt, 24 Kt×Kt; 25 Q—B6, 25 Q×Q; 26 P×Q, 26 R—K sq.; 27 R—Q3, followed by R—K3 ch. and wins the Kt. The play in the text is however stronger still,

137. Game 10.—If QKt×P White may proceed with R×B ch., and if KKt×P the answer B×B wins equally.

138. Game 10.—Nothing better, as White threatens Kt—B5 ch., and if then K—K sq. he proceeds with Q—K4, whereas if the K move to Q sq. Black obviously loses the Q by Kt—Kt7 ch.

(Continued on page 181.)

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GAME No. 13.

Move 41....R—Q6.

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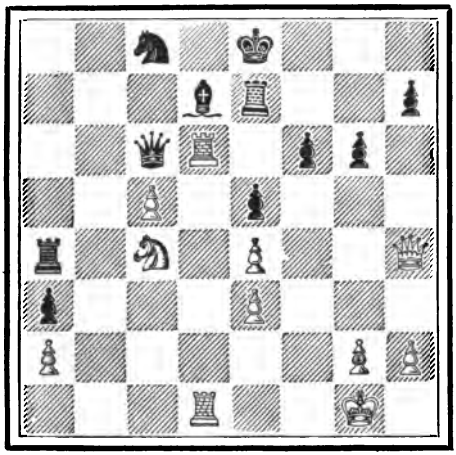
BLACK—W. STEINITZ.



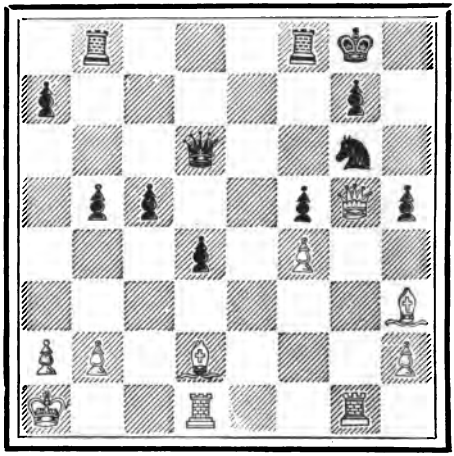
WHITE—M. TSCHIGORIN.

GAME No. 14.

Move 25. B—R3.

page 184.

BLACK—M. TSCHIGORIN.



WHITE—W. STEINITZ.

GAME No. 15.

Move 36....R—Q6.

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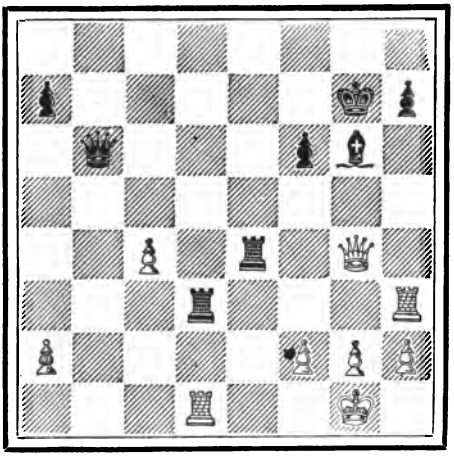
BLACK—W. STEINITZ.



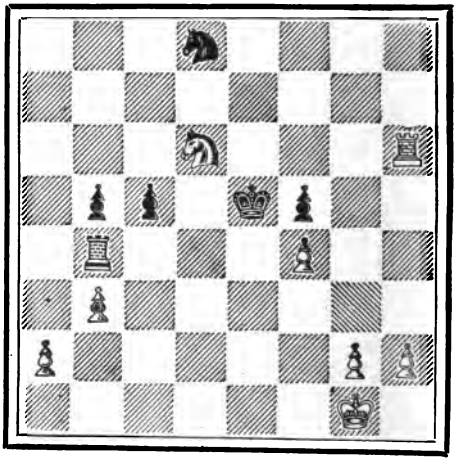
WHITE—M. TSCHIGORIN.

GAME No. 16.

Move 46. P—B4 ch.

Page 190.

BLACK—M. TSCHIGORIN.



WHITE—W. STEINITZ.

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(Continued from page 179.)

139. Game 10. If 26....KtXKt, then of course 27 Q—K5 mate. And if 26....K—B sq.; 27 QXR ch., 27 K—Kt2; 28 Kt—R5 ch. and wins, for if 28....PXKt; 29 R—Kt sq. ch. and mates next move.

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140. Game 11.—Compare our notes to the 9th game of the contest up to this point where Tschigorin here played B—Kt3. The move in the text is by far superior and in fact it wins.

141. Game 11.—There seems to have been no other course open to Black, as Kt—B4 was always threatened.

142. Game 11.—This beautiful waiting move wins by force. See Diagram page 176.

143. Game 11.—If 13....Q—Kt3; 14 BXKt. 14 KXB; 15 Q—B4 with a winning attack.

144. Game 11.—Equally bad was 15....B—Q5; 16 KtXB, 16 PXKt; 17 BXP, and of course if 17.... QXB; White wins the Q by Kt—Q6 ch.

145. Game 11.—White would have made shorter work of it by P—Q6. If Black replied PXP the Kt would retake checking and win a piece, whilst wherever the KKt moved the answer PXP would equally win.

146. Game 11.—Again RXP followed if Black took the B by P—Q6 would win most speedily.

147. Game 11.—Black had only the choice of evils. If K—K sq., White would double the Rooks on the 7th file and also win with ease.

148. Game 11.—White's victory is now practically settled.

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149. Game 12.—White would not get a satisfactory game by 6 Q—Kt3, for after 6....BXKKt; 7 PXB, 7 BXKt ch.; 8 PXB, 8 Kt—R4; 9 Q—B2, 9 KtXP; 10 BXKt, 10 PXB; 11 Q—R4 ch., 11 P—B3; 12 QXP, 12 Q—Q4; we slightly prefer Black's game.

150. Game 12.—Necessary, for he evidently cannot Castle at once on account of the rejoinder BXP ch., followed by Kt—Kt5 ch. if KXB.

151. Game 12.—R—B2 instead was much better, for he might have had an opportunity after doubling the Rooks of retreating his B ot once to K sq., which saved time.

152. Game 12.—Here again White ought to have first attacked by B—R5 compelling the advance of the QKtP which created a weak spot at Black's QB3.

153. Game 12.—Much superior to 19....Q—Kt4 to which White could safely reply 20 B—Kt3 and if then 20....RXP the answer 21 BXKt wins a piece.

154. Game 12.—Black's attack in the centre is now exhausted and he must lose a P.

155. Game 12.—26....Q—QR4 with the intention of harassing the adverse Q with his Rooks would have failed on account of 27 P—QKt4, 27 Q—R5; 28 B—R4, 28 P—KR3; 29 P—Kt5, 29 P—KKt4; 30 B—Kt3, 30 QXKtP; 31 QXRP, and maintains his P ahead.

156. Game 12.—Much more simple and better was Q—KB4, threatening to enter at KR4 with the Q if Black refuse to exchange. If Black answered Q—Q6 then White could first play K—B2 followed by R—Q2 and Q—K3 constantly gaining time by offering the exchange of Queens.

157. Game 12.—Kt—R sq. as done later on was by far better.

158. Game 12.—38 P—B5, 38 R—Kt5; 39 P—Kt3 (or 39 B—B2, 39 R—B5), 39....Kt—Kt4 would have been in Black's favor.

159. Game 12.—Careless play which again gives Black an attack. 49 B—K3, 49 RXR; 50 RXR, 50 Kt—Kt3; 51 Q—K2, 51 Kt—K2; 52 R—B7 would have given White an irresistible attack.

(Continued on page 183.)

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Game 12.

Irregular Opening.

White, W. STEINITZ.

Black, M. TSCHIGORIN.

1	KKt—B3	P—Q4
2	P—Q4	B—Kt5
3	P—QB4	Kt—QB3
4	P—K3	P—K3
5	Kt—B3	B—Kt5
6	B—Q2 **149**	KKt—K2
7	B—Q3	B—KB4 **150**
8	B×B	Kt×B
9	P×P	P×P
10	Q—Kt3	B×Kt
11	B×B	R—QKt sq.
12	Castles K side	Castles
13	QR—B sq.	R—K sq.
14	B—Q2 **151**	QKt—K2
15	R—B2 **152**	P—QB3
16	KR—QB sq.	Kt—Kt3
17	B—K sq.	KKt—R5
18	Kt×Kt	Kt×Kt
19	P—B3	Kt—B4 **153**
20	B—B2	Q—Kt4
21	R—K sq.	R—K3
22	P—K4	QR—K sq.
23	QR—K2	Kt—Q3
24	P—K5	Q—Q sq.
25	K—B sq. **154**	Kt—B5
26	Q×KtP	Q—Kt4 **155**
27	Q—Kt4	R—Kt3

Game 12—cont'd.

28	B—Kt3	P—KR4
29	P—Kt3	Kt—Kt3
30	Q—Q2	Q—B4
31	Q—B2	Q—Kt4
32	Q—Q2	Q—B4
33	K—Ktsq. **156**	K—B sq. **157**
34	Q—B2	Q—Q2
35	B—R4	Kt—Kt3
36	Q—Q3	Kt—R sq.
37	P—B4	Kt—B2
38	B—B2 **158**	Q—Kt5
39	B—K3	P—KB4
40	R—KB2	R(Kt3)—K3
41	Q—K2	Q—Kt3
42	R—B3	Q—B2
43	R—Kt3	K—R2
44	B—B2	R—R3
45	R—QB sq.	R—QB sq.
46	QR—QB3	Kt—K3
47	Q—R6	R—KKt sq.
48	R×P	Kt×BP
49	R×R ch. **159**	P×R
50	B—Kt3	R—Kt3
51	Q—B sq.	Kt—K3
52	Q—Q3	R—Kt5 **160**
53	P—KR3	R×P
54	Q—R6	R—Q7 **161**
55	B—K sq.	R—Q5
56	R—B6	R—K5
57	R×Kt **162** D*	R×B ch.
58	K—R2	R—QB8 **163**

Game 12—cont'd.

59	R—KB6	Q—KKt2
60	Q—K6	R—KB8
61	R—B7	And wins.

* See Diagram page 176.

Game 13.

Evans Gambit.

White, M. Tschigorin.

Black, W. Steinitz.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×P
5	P—QB3	B—R4
6	Castles	Q—B3
7	P—Q4	KKt—K2
8	P—Q5	Kt—Q sq.
9	B—KKt5 **164**	Q—Q3
10	Q—R4	P—KB3 **165**
11	B—QB sq.	B—Kt3
12	Kt—R3	P—B3
13	B—Kt3 **166**	B—B4
14	R—Q sq.	P—QKt4
15	Q—R5	Kt—Kt2
16	Q—R6	Kt—Q sq.
17	Q—R5	Kt—Kt2
18	Q—R6	Kt—Q sq.
19	Q—R5	Kt—Kt2 **167**
20	Q—R6	Q—B2
21	P×P	P×P
22	Kt×KtP **168**	P×Kt
23	Q×P ch.	B—Q2 **169**
24	B—B7 ch.	K—Q sq.
25	R—Ktsq. **170**	Kt—Q3
26	Q—Kt3	Q—Kt3
27	Q—B2	Q—B3

Game 13—cont'd.

28	B—Kt3	P—QR4 **171**
29	B—K3	B×B
30	P×B	P—R5
31	B—Q5	Kt×B
32	R×Kt	R—K sq. **172**
33	QR—Q sq.	R—K3
34	P—B4 **173**	R—R2
35	P—B5	Kt—B sq. **174**
36	Kt—Q2	K—K sq.
37	Kt—B4	R—K2 **175**
38	Q—K2	P—R6 **176**
39	Q—R5 ch.	P—Kt3
40	Q—R4	R—R5 **177**
41	R-Q6 **178** D†	Kt×R **179**
42	Kt×Kt ch.	K—Q sq.
43	Q×BP	R—R4
44	Q—B8 ch.	R—K sq. **180**
45	Kt×R	Q×BP
46	Q×Q	R×Q
47	Kt—B6 **181**	R—B2
48	K—B sq.	K—B sq.
49	R×B	R×R
50	Kt×R	K×Kt
51	K—K2	K—B3
52	K—Q3	K—Kt4
53	K—B3	P—R4
54	K—Kt3	P—Kt4
55	K×P	K—B5
56	K—Kt2	K—Q6
57	P—QR4	K—K7 **182**
58	P—R5	K—B7

Game 13—cont'd.

59	P—R6	K×KtP
60	P—R7	K×P
61	P—R8 queening	P—R5
62	Q—KKt8	P—R6
63	Q×P	K—R8
64	Q×P	Resigns.

† See Diagram page 180.

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(Continued from page 181.)

160. Game 12. —52....P—R5 was here suggested afterward, but we do not think that Black would gain anything after 53 B×P, 53 R×P ch.; 54 K—R sq., 54 R—Kt5; 55 B—B6, etc.

161. Game 12.—This is a weak move which enables White to gain time.

162. Game 12.—Which wins by force. See Diagram page 176.

163. Game 12.—58....Q—KKt2 suggested by Senor Ponce would no doubt have prolonged the game, but even then White would have obtained a sure victory by 59 Q—Q6, 59 R—K7; 60 Q×QP. 60 P—R5; 61 Q—KB3, 61 R×KP; 62 R—QR6, 62 Q—QB2; 63 Q—KB4 threatening R×QRP as well as Q×P ch. and should win.

Tschigorin v. Steinitz.

164. Game 13.—In order to bring about the usual blocking position it is better to play Q—R4 first.

165. Game 13.—This is now a good resource. White can hardly afford to take the B for the sake of gaining the KKtP, for after Castling Black will obtain a strong attack on the open KB file.

166. Game 13.—We do not think that White's attack can be sustained now anyhow, but this and the next move get him into trouble, and Black ought to win after that.

167. Game 13.—The repetitions were made in order to gain time for consideration. The moves on White's part are of course compulsory.

168. Game 13.—Of course this is forced.

169. Game 13.—The best defence, we believe. If 23....Q—B3; 24 Q—B4, 24 Kt—Q3; 25 R×Kt, 25 B×R (or 25....Q×R; 26 Q—B7 ch., 26 K—Q sq.; 27 B—K3, 27 B×B; 28 P×B with still a fair game); 26 Q×B7 ch., 27 K—Q sq.; 28 Q×KtP and White has still a good attack left.

170. Game 13.—He could not afford to allow himself to be driven away by QR—Kt sq. subsequently.

171. Game 13.—Black could simplify matters easily here by 28....Q×KP; 29 R×Kt, 29 Q×Q, 30 R×Bch., 30 K×R; 31 B×Q, 31 QR—QKt sq. with still the exchange ahead and a splendid game.

172. Game 13.—A very feeble move. After 32....Kt—B5; 33 QR—Q sq. 33 R—R2 followed soon by K—K2 there was nothing left for White.

173. Game 13.—An excellent move which helps to keep up White's attack for a long time.

174. Game 13.—Better we believe than R—B2 whereupon White would proceed with Kt—K sq., followed by Kt—Q3 and Kt—Kt4.

175. Game 13.—There was no necessity for this, and K—B sq. was by far better.

176. Game 13.—Black is playing recklessly. After 38....K—B sq.; 39 R—KB sq., 39 K—Kt sq.; 40 Q—R5, 40 Q—K3 White's attack was again completely booken.

177. Game 13.—An extraordinary blunder for such an important game. R—KB2 was the only correct move.

178. Game 13.—Highly ingenious. See Diagram page 180.

179. Game 13.—There was nothing better, for White threatened Q×BP and afterward Q—R8 ch., and R—B6 mate. If for instance 41....Q—Kt4; 42 Q×BP, 42 K—Q sq.; 43 R×B ch. and wins. Or if 41....Q×P; 42 Q×BP, 42 Kt×R; 43 Kt×Kt, 43 K—Q sq.; 44 Kt—Kt7 ch. and wins.

180. Game 13.—No better was 44....K—B2; 45 Q×R, 45 R×P, 46 Kt—B6, 46 R—B8; 47 Q×B ch., 47 Q×Q; 48 R×R ch. and wins.

181. Game 13.—Simple but very fine. After this White wins with the greatest ease.

182. Game 13.—A forlorn hope, If however 57....K—B5; White wins easily by 58 P—R5, 58 K—Kt4 59 K—Kt3, 59 K×P; 60 K—B4, etc.

(Continued on page 185.)

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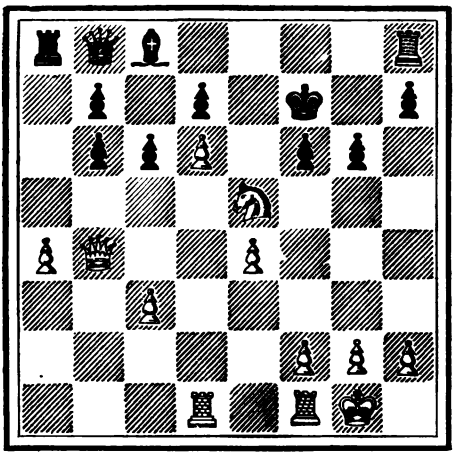
GAME No. 17.

Move 21. Kt×P ch.

Page 190.

BLACK—W. STEINITZ.



WHITE—M. TSCHIGORIN.

GAME No. 18.

Move 22. R×P ch.

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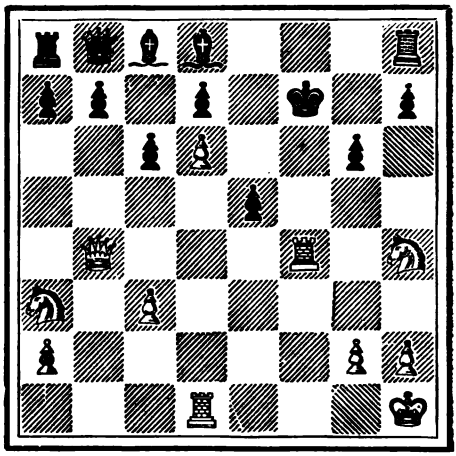
BLACK—A. GAVILAN & W. STEINITZ.



WHITE—A. PONCE & M. TSCHIGORIN.

GAME No. 19.

Move 31. K—B2.

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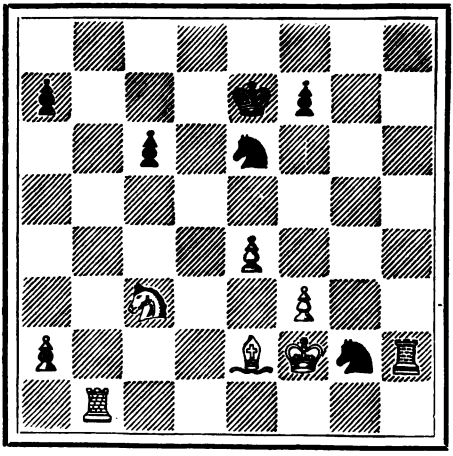

WHITE—A. GAVILAN & W. STEINITZ.

GAME No. 20.

Move 24....P—Kt5.

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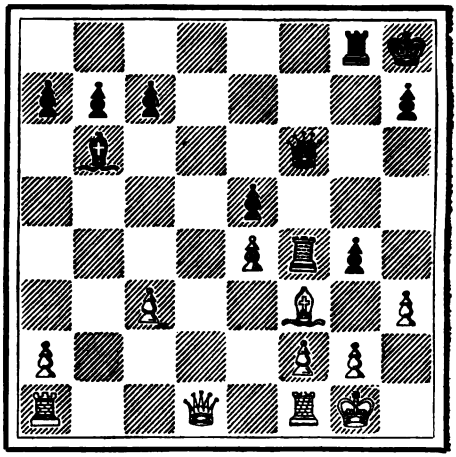

WHITE—A. PONCE & M. TSCHIGORIN.

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183. Game 14.—A little improvement on the counter-attack first instituted in the 8th game of the contest, but White in our opinion still keeps the best of the game, as he can immediately neutralize the action of Black's Kt with his own Kt.

184. Game 14.—If 8....PXP; 9 BXP, 9 KtXKt; 10 PXKt, 10 Kt—Kt5; 11 O—O—O, with a fine attack. Or if 8....KtXKt; 9 PXKt, 9 Kt—Kt5 (or 9....Kt—R4; 10 Q—R4 ch., 10 P—QB3; 11 B—Q2, and should win); 10 P—K4 with the superior game.

185. Game 14.—Better than 14 KBPXKt, for though a P is temporarily gained after 14....Kt—B5; 15 PXBP ch., 15 K—R sq. (best, for if 15....KXP White answers P—B5 followed by B—QB4); 16 P—B5, 16 B—K4 followed by Q—B3 recovering the P with the better game.

186. Game 14.—Q—Kt4 stopping R—Kt sq. and with the view of offering the exchange of Queens by Q—R4 was no doubt better and would have probably equalized the game.

187. Game 14.—The only move now. If 16....Q—R4; 17 R—Kt4, 17 P—KKt4; 18 BXKt, 18 BXB; 19 RXB and wins.

188. Game 14.—Preparing the formidable next move which he could not adopt at once on account of the rejoinder Kt—K7 ch.

189. Game 14.—The better defensive plan was 17....P—KKt4; 18 PXP, *e. p.* (or 18 Q—Kt3, 18 K—R 2; 19 QXP, 19 QXQ, 20 RXQ, 20 K—R3 followed by R—KKt sq.,) 18....PXP; 19 Q—KKt3, 19 Q—B3; 20 BXKt, 20 BXB; 21 QXP ch., 21 QXQ and though White remains a P ahead, Black has a good prospect of drawing on account of the Bishops remaining of opposite colors.

190. Game 14.—19 P—B4, 19 QXQ; 20 PXQ, 20 Kt—K2; 21 P—K5 would have also won a piece for two Pawns, but in view of the attack which White retains on the King's side he preferred not to exchange Queens.

191. Game 14.—Better than 21 QXP, 21 QXP; 22 RXKt2, 22 Q—B6, etc.

192. Game 14.—Preferable was 24....R—Kt3, for if 25 P—B5, 25 Kt—K4; 26 B—K4, 26 P—Kt3 and Black's game was defensible for some time, whereas now he is bound to lose two Pawns.

193. Game 14.—Much better than B—Q5 ch. for Black would move K—B sq. threatening to win a piece by R—B4 should White capture the RP.

194. Game 14.—After this White wins with consummate ease.

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195. Game 15.—Since the contest was finished we have carefully examined the leading variations arising from the defence initiated on Black's previous move 6....Q—B3 and we come to the conclusion that it ought to be favorable for the second player. The line of attack adopted by White in this game is the most dangerous to meet, but we believe that Black by a little amendment of the developing moves can make his game secure and keep the material advantage. The right move at this juncture is 7....Kt—R3 and afterward Kt—K2 instead of Kt—Q sq.

196. Game 15.—To the attack adopted by Mr. Tschigorin in the 5th game at this point, viz 8 Q—Kt3, 8 O—O; should be added the following line of play, 9 Kt—R3, 9 PXP (best, for as Mr. Ranken points out in the *British Chess Magazine*, if 9....P—QR3; 10 BXP ch., 10 RXB; 11 Kt—B4, 11 Q—Kt3; 12 QKtXP, 12 KtXKt; 13 KtXKt, 13 Q—K3; 14 KtXR, 14 KXKt; 15 BXKt, 15 QXQ!; 16 PXQ with an excellent game); 10 PXP, 10 Q—Kt3; 11 P—Q5, 11 Kt—Q5; 12 KtXKt, 12 QXB; 13 P—Q6, 13 Kt—Kt3; with the superior game.

197. Game 15.—The idea on which this is based appears to us still correct, subject to its being prepared in the manner suggested above. As will be seen, in practical play Black succeeded in extricating himself in spite of the large odds against him in consequence of his pieces being imprisoned. But it should be noticed that Black could not allow a hole to be formed at his Q3. If, for instance, 12....

(Continued on page 187.)

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Game 14.

Irregular Opening.

White,
W. Steinitz.

Black,
M. Tschigorin.

1	KKt—B3	P—K4
2	P—Q4	P—Q4
3	B—Kt5	P—B4
4	P—K3	QKt—B3
5	P—K4	Q—Kt3
6	B×Kt	KtP×B
7	KKt—K2 **183**	Kt—B3
8	P×QP	Kt×P
9	QR—Ktsq **184**	P—K4
10	Kt—Kt3	B—Q2
11	B—Q3	P—B4
12	O—O	O—O—O
13	QKt—K2	P—KB5
14	Kt×Kt	QBP×Kt **185**
15	Kt—B5	Q—KB3
16	Q—R5 **186**	R—Kt sq.
17	P—KR4 **187**	K—Kt sq. **188**
18	P—B4 **189**	Q—KKt3
19	Kt—K3	Q×B **190**
20	Q×P ch.	K—R sq.
21	Q—Kt3 **191**	Q×BP
22	Q×QP	P—B4
23	P—Kt4	B—Kt2
24	Q—Q3	Q—Kt5
25	P—B4 **192**	B—R3 D*
26	R—Kt3	B×P
27	KR—B3	B—K4
	Q—Q2	Resigns.

Game 14—cont'd.

28	Q×RP **193**	Kt—B sq.
29	Q×BP	Kt—K3
30	Q—R5	Q—Q3
31	Q—R7 ch.	K—B sq.
32	R—QB sq.	R—QR3
33	P—B5 **194**	Kt×B4
34	Q—R8 ch.	K—K2
35	Q×P ch.	Resigns.

* See Diagram page 180.

Game 15.

Evans' Gambit.

White,
M. Tschigorin.

Black,
W. Steinitz.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×P
5	P—B3	B—R4
6	O—O	Q—B3
7	P—Q4	KKt—K2 **195**
8	P—Q5 **196**	Kt—Q sq.
9	Q—R4	B—Kt3
10	B—KKt5	Q—Q3
11	Kt—R3	P—QB3
12	QR—Q sq.	Q—Kt sq. **197**
13	B×Kt	K×B
14	P—Q6 ch.	K—B sq.
15	Kt×P **198**	P—KB3 **199**
16	Kt—B3	B—B4
17	P—K5 **200**	P—QKt4
18	B×P	P×B
19	Kt×P	Kt—K3 **201**
20	P×P	P×P
21	Q—KR4	K—B2 **202**
22	Q—R5ch **203**	K—Ktsq **204**
23	Q-Kt4ch **205**	K—B2
24	Q—R5 ch.	K—Kt2
25	KKt—Q4 **206**	B×Kt
26	Kt×B	R—B sq.
27	R—Q3	B—Kt2

Game 15—cont'd.

28	Kt×Kt ch.	P×Kt
29	R—R3 **207**	B—K5
30	Q—Kt4 ch.	B—Kt3
31	Q×P	Q—Kt3
32	Q—Q5	QR—Q sq.
33	KR—Q sq.	KR—K sq.
34	P—QB4	R×P.
35	Q—B3	R—Q6
36	Q—Kt5	R—K5 D†
37	Resigns.	

† See Diagram page 180.

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(Continued from page 185.)

P—KB3; 13 P×P, 13 Q×P; 14 Kt—Kt5, 14 P×B (or 14... B—B4; 15 B—K3, etc.); 15 KKt×K P, 15 Q—B4; 16 Kt—Q6 ch., 16 K—B sq.; 17 Q×P, with a winning attack.

198. Game 15.—Not as good as Q—Kt4 played by Mr. Tschigorin in a subsequent game.

199. Game 15.—Black could now have obtained a great superiority by 15....B—B4; 16 B×P, 16 P—QKt4; 17 Q—Kt3, 17 B×QP; 18 P—KB4, 18 B—B4 ch.; 19 K—R sq., 19 P—Q3; etc.

200. Game 15.—Excellent play. The attack which White obtains is quite worth the piece which he gives up.

201. Game 15.—This seems to have been the only move not so much in order to protect the exchange as to prevent other vehement attacks, If, for instance, 19....Kt—B2; 20 Kt—B7, 20 P×P; 21 Kt ×P, 21 Kt×Kt (or 21....B×P; 22 R×B, 22 Kt×R;—if 22. ..Q×Kt; 23 Q—B4, etc.,—23 Q—B 4 ch.; 23 K—Kt sq.; 24 Kt—Q5 and wins); 23 Q—B4 ch., 23 Kt—B2; 24 R—K sq., 24 B—Kt2; 25 R—B7 and wins.

202. Game 15.—A careless move. He ought to have played K—Kt2.

203. Game 15.—For White could now get his Kt into play by 22 Kt—K5 ch., which Black could not venture to capture *e. g.*, 22 Kt—K 5 ch., 22 P×Kt; 23 R—Q3, 23 P—KR3 (there is nothing better as White threatens Q—K7 ch. followed by R—Kt3 ch.); 24 Q—K7 ch., 24 K—Kt3; 25 R—Kt3 ch., 25 Kt—Kt4; 26 P—KR4, 26 R—R2; 27 P—R5 ch., 27 K—B4; 28 R×Kt ch. with an irresistible attack-

204. Game 15.—Again careless play. K—Kt2 was correct.

205. Game 15.—*La Revista del Ajedrez* justly points out that White could have won here by 23 Q—K8 ch., 23 K—Kt2; 24 Q—K7 ch., 24 K—Kt sq.; 25 Kt—K5, 25 P×Kt; 26 R—Q3, with an irresistible attack.

206. Game 15.—This attack is ineffective. He ought to have been satisfied with a draw.

207. Game 15.—Completely throwing away an important move. He evidently overlooked the opponent's telling reply. Q—Kt4 ch. to which K—R sq. was the best answer, followed by Q×P would have enabled him to make a much longer fight.

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208. Game 16—This leaves the KP weak. Usually P—QKt3 is played at this juncture.

209. Game 16.—Quite safe now as White can maintain the chain of Pawns by P—QKt4 in reply to P—QKt3 without being liable to have his Pawns broken up by P—QR4, as he would then answer P—QR3.

210. Game 10.—An error which costs time.

211. Game 16.—Obviously if P—Kt3 Black would sacrifice the Kt for two Pawns with an irresistible attack.

212. Game 16.—The tempting 19....P—B5 was not good on account of 20 B—K2, and if 20....P—K B5; 21 B—B3, 21 Q—Kt4 (of course if 21....Q×P; 22 B—Q4 and wins); 22 P—K4 with the superior game.

213. Game 16.—Clearly best, for he could not allow White's Kt to enter at QB7.

214. Game 16.—Loss of time. B—B sq. was much better.

215. Game 16.—If 23 P—B4, 23 Kt—B2; 24 B×Kt, 24 B×B; 25 R×P, 25 B—K3; 26 QR—Q sq., 26 QB×RP with the better game.

216. Game 16.—Not good. He could more safely play 31....B—Q3, for if 32 Kt—K6 ch., 32 B×Kt; 33 Q×B, 33 B×P ch.; 34 K—R sq., 34 B—Kt6; 35 KB—QB4, 35 Q—K sq.; etc.

217. Game 16.—Black had probably contemplated 35....R×Kt; but found on further examination that

(Continued on page 189.)

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Game 16.

Irregular Opening.

White,
W. STEINITZ.

Black,
M. TSCHIGORIN.

1	KKt—B3	P—KB4
2	P—Q4	P—K3
3	P—QB4	KKt—B3
4	P—K3	B—K2
5	Kt—B3	Castles
6	B—Q3	P—Q4 **208**
7	B—Q2	P—QB3
8	P—B5 **209**	QKt—Q2 **210**
9	Kt—Kt5	Kt—Kt sq.
10	P—B3	Q—B2
11	Q—B2	Kt—R4
12	Kt—R3	B—R5 ch.
13	Kt—B2 **211**	P—K4
14	P×P	Q×P
15	Castles K side	B—K2
16	Kt—K2	P—QKt3
17	P×P	P×P
18	Kt—Q4	P—B4
19	Kt—Kt5	QKt—B3 **212**
20	B—B3	Q—Kt sq. **213**
21	KR—Q sq.	Kt—K4
22	B—K2 **214**	Kt—KB3
23	Kt—KR3 **215**	R—Q sq.
24	B—B sq.	Kt—KB2
25	Kt—B4	P—Q5
26	B—Q2	P×P
27	B×P	R×R

Game 16—cont'd.

28	R×R	Q—K4
29	R—K sq.	K—B sq.
30	B—Q2	Q—Kt sq.
31	Q—Kt3	Kt—Qsq. **216**
32	Q—K3	Q—Kt2
33	B—B4	Q—Q2
34	B—B3	R—R sq.
35	B—Kt3	R—R sq. **217**
36	Kt—Q5	Kt×Kt
37	B×Kt	R—R5
38	B×P ch. **218**	K×B
39	Q×B ch.	Q×Q
40	R×Q ch.	K—B3
41	R×P **219**	R—QKt5
42	Kt—Q6	B—K3
43	B×B	K×B
44	R—R6 ch.	K—K4
45	P—QKt3	P—Kt4
46	P—B4 **220** D*	K—Q5 **221**
47	Kt×KtP ch.	R×Kt
48	R—Q6 ch.	K—B6
49	R×Kt	R—R4
50	R—Q5	K—Kt5
51	R—Q2	K—B6
52	R—K2	Resigns.

* See Diagram page 180.

Game 17.

Evans' Gambit.

White,
M. TSCHIGORIN.

Black,
W. STEINITZ.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×P
5	P—B3	B—R4
6	Castles	Q—B3
7	P—Q4	KKt—K2
8	P—Q5	Kt—Q sq.
9	Q—R4	B—Kt3
10	B—KKt5	Q—Q3
11	Kt—R3	P—QB3
12	QR—Q sq.	Q—Kt sq.
13	B×Kt	K×B
14	P—Q6 ch.	K—B sq.
15	Q—Kt4 **222**	P—KB3
16	B—Kt3 **223**	P—KKt3
17	Kt—B4	K—Kt2 **224**
18	P—QR4	Kt—B2
19	Kt×B	P×Kt
20	B×Kt	K×B
21	Kt×P ch. **225**	K-Kt2 **226**[D]†
22	Kt—B4	P—QKt4 **227**
23	P×P **228**	Q—R2
24	P—Kt6	Q—R5
25	Q—B5	R—K sq.
26	P—B3	Q—B7 **229**
27	Kt—K3	Q—Kt6

Game 17—cont'd.

28	R—QKt sq.	Q—B2
29	Kt—B4	R—R5
30	R—Kt4	R—R7
31	Q—Q4	K—Kt sq.
32	Kt—K3	R—R6
33	R—R4 **230**	R—Kt6
34	KR—R sq.	K—Kt2
35	R—R8	R—Kt4
36	R—Kt8	P—QB4
37	Q—Q5	R×P
38	KR—R8 **231**	Q—B sq.
39	Kt—B4	R—B3
40	P—B4 **232**	P—QKt4
41	R×P	B—R3
42	R×R	Q×R
43	R×P	R×R
44	Q×R	Q×P
45	Kt—K3	Q×KBP
46	P—R3	B—Kt2
47	P—B4	B—B3
48	Q—R3	Q—Q5
49	K—R2	P—B4
50	P—B5	P—B5
51	Kt—B2	Q—K4 **233**
52	Q—R sq.	Q×Q
53	Kt×Q	K—B3 **234**
54	Kt—B2	K—K4
55	Kt—Kt4	B—Kt2 **235**
56	K—Kt sq.	K—Q5
57	P—B6	B—B sq.
58	P×P	B×P

† See Diagram page 184.

Game 17—cont'd.

59	K—B2	K—K4
60	Kt—Q3 ch.	K×P
61	Kt×P	K—K4
62	K—K3	K—B3
63	Kt—Q3	P—R3
64	K—B4	P—Kt4 ch.
65	K—K3	P—R4
66	Kt—B5	B—B3
67	P—Kt3	P—R5
68	P—Kt4	B—Kt7
69	Kt—K4 ch.	B×Kt
70	K×B	K—K3

Drawn Game.

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(Continued from page 183.)

White then wins by 36 Q×R, 36 Q×Kt; 37 B×Kt, 37 P×B (best, for if B×B he is mated by Q—Q 6 ch.); 38 Q—R6 ch., 38 K—K sq.; 39 Q—R5 ch., 39 K—B sq. (or 39....K—Q2, 40 Q×BP ch.); 40 Q×RP, 40 Kt—K3; 41 R×Kt.

218. Game 16.—This at last breaks into the adverse game and White is bound to win another P afterward.

219. Game 16.—Perhaps Kt—B3 was more simple and would have also won a second P, as Black had nothing better than K×R, since White threatened to win a piece by R—K8.

220. Game 16,—This is decisive. See Diagram page 180.

221. Game 16.—R×P was the best under the circumstances, but of course White would then have replied Kt×KtP, winning slowly but surely. If, however, 46....K—Q4; 47 Kt×BP, 47 Kt—B2; 48 R—B6, 48 Kt—R sq.; 49 Kt—K3 ch., 49 K—K5; 50 Kt—B2 and wins. Obviously if 46....K×P White would answer R—R4 ch. followed by exchanging Rooks and Kt×KtP.

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222. Game 17.—Compare up to this our notes to the 15th game of the contest. The move in the text is the most powerful continuation. It is a waiting move that prevents Black from playing B—B4, and keeps the latter's pieces shut up for a long time.

223. Game 17.—Still stronger is we believe 16 K—R sq. with the following probable continuation: 16 ....P—KKt3; 17 Kt×P, 17 P×Kt; 18 P—KB4, 18 R—K sq.; 19 P×P dis. ch., 19 K—Kt2; 20 P—K6, 20 Kt×P; 21 B×Kt, 21 R×B; 22 P—K5, 22 R×P; 23 Q—KR4, 23 R—K3; 24 Q—KB4 and wins.

224. Game 17.—This is grievous loss of time. Much better was 17....Kt—B2; for if 18 Kt×B, 18 P×Kt; 19 B×Kt, 19 K×B; 20 Kt×P ch., 20 K—Kt2; and Black still keeps the superiority on the Queen's side.

225. Game 17.—A highly ingenious sacrifice. See Diagram page 184.

226. Game 17.—If 21 P×Kt; 22 P—KB4, 22 R—K sq. (or 22....P×P; 23 R×P ch., followed accordingly by Q—B4 ch. or Q—Q4 with or without ch. winning in a few more moves); 23 P×P dis. ch., 23 K—Kt2; 24 Q—Q4, 24 Q—R2; 25 Q—B2, 25 P—QKt4; 26 R—Q4, and wins.

227. Game 17.—The only move that gave him any hope of releasing himself.

228. Game 17.—Kt—Kt6 would have compelled Black to give up the exchange by P×P and then to fight it out as well as he could for a draw; for if the R moved, White would answer P—R5 with still more effect.

229. Game 17.—Better than Q—Kt6, in which case, White would reply Kt—Q2 followed by P—KB4, whereas if White now pursue the same plan Black would answer R—R7, threatening R×KP in case White advance P—KB4.

230. Game 17.—Much better was P—QB4 with the view of playing P—B5.

231. Game 17.—A serious error. He ought to have exchanged Queens first and then the move in the text would have won a piece, for obviously, if Black defended afterward by R—B3, White would answer Kt—Q5 followed by Kt—B7.

232. Game 17.—A weak move that enables Black to extricate himself with even forces and the superior game.

233. Game 17.—This weak move was the consequence of a miscalculation. He could have won here by 51....Q—Q7; 52 Q—R sq. ch., 52 K—B2; 53 Kt—Kt sq., 53 B×P; 54 Kt×B, 54 P—B6; 55 Q—KB sq., 55 Q×Kt ch.; 56 Q×Q, 56 P×Q; 57 K×P, 57 K—K3 and wins.

234. Game 17.—If he played B—R5 White would still answer Kt—B2, for if then B×Kt the BP would advance to B6 winning. It was this which Black had overlooked when he allowed Queens to be exchanged instead of playing Q—Q7 on the 51st move.

235. Game 17.—This secures the draw in the simplest manner. It was obviously of no use to play for more.

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Game 18.

Evans' Gambit.

White,
A. PONCE
AND
M. TSCHIGORIN.

Black,
A. GAVILAN
AND
W. STEINITZ.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×KtP
5	P—B3	B—R4
6	Castles	Q—B3
7	P—Q4	KKt—K2
8	P—Q5	Kt—Q sq.
9	Q—R4	B—Kt3
10	Q—KKt5	B—Q3
11	Kt—R3	P—QB3
12	QR—Q sq.	Q—Kt sq.
13	B×Kt	K×B
14	P—Q6 ch.	K—B sq.
15	Q—Kt4	P—KB3
16	B—Kt3 **236**	Kt—B2
17	Kt—R4	P—Kt3 **237**
18	K—R sq.	B—Q sq.
19	P—KB4	P×P
20	B×Kt	K×B
21	P—K5 **238**	P×P **239**
22	R×P ch. **240**	K-Kt2 **241** [D*
23	Kt—B5 ch.	P×Kt
24	R×P	R—Kt sq.
25	QR—KB sq.	P—QKt4 **242**
26	Q—KKt4 ch.	Resigns. **243**

* See Diagram page 184.

Game 19.

Irregular Opening.

White,
A. GAVILAN
AND
W. Steinitz.

Black,
A. PONCE
AND
M. Tschigorin.

1	KKt—B3	P—Q4
2	P—Q4	B—Kt5
3	P—B4	B×Kt
4	KtP×B	P×P
5	P—K3	P—K4
6	B×P	Q—Q3 **244**
7	P×P	Q×Q ch.
8	K×Q	QKt—B3
9	P—B4	P—KKt4
10	P×P **245**	KtKP
11	B-Kt5ch. **246**	P—QB3
12	B—K2	P—KR3
13	P—K4	P×P
14	B×P	B—K3
15	B×B	R×B
16	Kt—B3	Kt—B3
17	K—B2 **247**	K—K2
18	QR—KKt sq.	QR—R sq.
19	R—Kt5	Kt—Kt3
20	K—Q2	R×P
21	R×R	R×R
22	K—K3	R—R6 ch.
23	P—B3	R—R4
24	R—Kt3 **248**	R—R7
25	R—Kt5	Kt—R4
26	P—Kt4	KKt—B5

Game 19—cont'd.

27	P—Kt5	Kt—K3
28	R—Kt sq.	QKt—B5 **249**
29	P×P	P×P
30	R—QKt sq.	Kt—Kt7 ch.
31	K-B2 **250** D†	QKt-B5dis.ch.
32	K—K3 **251**	Kt—Kt7 ch.
33	K—B2	QKt-B5 dis.ch
34	Drawn Game.	

† See Diagram page 184.

Game 20.

Evans' Gambit.

White,
A. PONCE
AND
M. TSCHIGORIN.

Black,
A. GAVILAN
AND
W. STEINITZ.

1	P—K4	P—K4
2	KKt—B3	QKt—B3
3	B—B4	B—B4
4	P—QKt4	B×P
5	P—QB3	B—R4
6	Castles	Q—B3
7	P—Q4	B—Kt3 **252**
8	Kt—QR3 **253**	Kt-KR3 **254**
9	B—KKt5	Q—Kt3
10	B×Kt	Q×B
11	Kt×P	Kt×Kt
12	P×Kt	Castles **255**
13	B—Q3	P—KB3
14	Kt—B4	P×P
15	Kt×P	P—Q3
16	B—B4 ch.	B—K3
17	Q—Kt3	P×Kt **256**
18	B×B ch.	K—R sq.
19	B—B5	P—Kt3 **257**
20	B—Kt4	R—B5
21	B—B3 **258**	P—Kt4
22	Q—Q5	Q—B3
23	Q—Q sq.	R—KKt sq.
24	P—KR3 **259**	P-Kt5 **260** D‡
25	P×P **261**	P—KR4
26	P—Kt5 **262**	R×P

Game 20—cont'd.

27	K—R2	R—R5 ch.
28	K—Kt sq.	R—B5
29	K—K2	R—R5 ch.
30	K—Kt sq.	R—B5 **263**
31	K—R2	R—R5 ch.
32	K—Kt sq.	Q—B5
33	R—K sq.	R×P ch.
34	Resigns. **264**	

‡ See Diagram page 184.

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CONSULTATION GAMES.

Ponce and Tschigorin v. Gavilan and Steinitz.

236. Game 18.—Compare our notes to the 15th and 17th games of the main contest.

237 Game 18.—Loss of time. The Black party had nothing to fear from Kt—B5, and they ought to have retreated B—Q sq. at once. If then, for instance, 18 Q—B4, 18 Kt—R3; 19 Kt—B5, 19 P—QKt4; etc.

238. Game 18.—This gives White a powerful attack which was extremely difficult to parry.

239. Game 18.—Certainly an error, but only on account of the most ingenious rejoinder which White had in store. The best defensive plan was 21....K—Kt2; with the probable continuation 22 Q×B P, 22 R—B sq.; 23 P—K6, 23 P×P; 24 P—Q7, 24 Q×Q; and Black will have three Pawns for the piece with a good game. But 21....P—KKt4 was also of no use on account of 22 Q—B4 ch., 22 K—B sq.; 23 Kt—B5, 23 P×P; 24 Q—K4, 24 B—B3; 25 Kt—B4, etc.

240. Game 18.—As will be seen from our analysis, this sacrifice is as deep as it is beautiful and forms one of the finest instances of brilliant combination play. See Diagram page 184.

241. Game 18.—If 22....P×R; 23 Q×P ch., 23 K—Kt2; 24 R—KB sq., 24 R—Kt sq. (or 24....P—QKt4; 25 Q—B7 ch., 25 K—R3; 26 Kt—B5 ch., 26 P×Kt; 27 R×P, 27 B—Kt4; 28 P—KR4 and wins. Or if 24....B×Kt; 25 Q—Q4 ch., 25 K—Kt sq.; 26 Q—QB4 ch., 26 K—Kt2; 27 R—B7 ch. and wins); 25 Q—Q4 ch., 25 K—R3; 26 R—B7, 26 B—Kt4 (or 26....P—KKt4; 27 Q—K4, 27 R—Kt3—if 27....P×Kt; 28 Q×P at R7 ch., followed by R—B5 ch. and Q—R5 mate—; 28 R×P ch., 28 K×R; 29 Q×R ch., 29 K—R sq.; 30 Kt—B5 and wins); 27 Q—Kt4, 27 Q×P; 28 Kt—B5 ch., 28 P×Kt; 29 Q—R3 ch. and wins.

242. Game 18.—The Black allies might have somewhat prolonged the game by 25....K—R3; when the game might have proceeded: 26 Q—B5, 26 P—Kt4; 27 Q×P, 27 R—Kt4; 28 R×R, 28 B×R; 29 R—B6 ch., 29 B×R; 30 Q×B ch., 30 K—R4; 31 P—KR3 and mates next move.

243. Game 18.—Nothing to be done for White will proceed with R—B8.

Gavilan and Steinitz v. Ponce and Tschigorin.

244. Game 19.—If 6....P×P; 7 Q—Kt3, 7 Q—K2; 8 Q×P (8 B×P ch., 8 Q×B; 9 Q×P, 9 P—B3; 10 Q×R, 10 B—Q3; followed by Kt—B3 would be bad for White), 8....Q—Kt5 ch.; 9 Q×Q, 9 B×Q ch.; 10 B—Q2 with the better game.

245. Game 19.—10 P—K6, 10 P×P; 11 P×P, 11 P—K4; 12 Kt—B3 were far superior.

246. Game 19.—To prevent either of the adverse Knights from entering at QB3, which would have been inconvenient, as White had to advance the KP sooner or later, and his Q4 square would form a convenient post for the adverse Kt.

247. Game 19.—So far the White allies had still the better game, but they lose time here, for K—Q2 with the view of supporting the Pawns on the King's side by K—K3, was much superior.

248. Game 19.—The White allies injudiciously try to maintain the attack on the King's side which could not be well enough supported, since Black after removing the R could at least effect the exchange of the adverse B for the Kt by Kt—R4 in case White advanced the BP. R—Kt sq. with the view of advancing the Pawns on the Queen's side as was done later, gave more prospects of success for White's game.

249. Game 19.—If 28....P—QB4; 29 P—R4, 29 Kt—Q5; 30 R—Kt5, 30 P—Kt3; 31 P—R5 with a good game.

(Continued on page 192.)

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(Continued from page 191.)

250. Game 19.—It was of no use trying to escape the draw by K—Q3, for after 31....QKt—B5 ch., White could not retreat 32 K—Q2 on account of 32....Kt—Q5; 33 R—K sq., 33 QKt×B; 34 Kt ×Kt, 34 Kt×P ch. and wins. See Diagram page 184.

251. Game 19.—Best. If 32 K—Kt sq., 32 R—Kt7 ch.; 33 K—B sq. (or 33 K—R sq., 33 Kt×B with a sure draw at least and a good prospect of winning), 33....Kt—Kt4 threatening Kt—R6 with an excellent attack.

Ponce and Tschigorin v. Gavilan and Steinitz.

252. Game 20.—A deviation from the course adopted in the main contest between Messrs. Steinitz and Tschigorin which, however, might only lead to a transposition in the order of moves.

253. Game 20.—For we think that White might have proceeded with 8 Q—R4 with the view of advancing P—Q5 to which Kt—R4 would not be a good reply, as White would then retreat B—Q3 followed by P—B4 and B—Q2. Whereas if 8....P×P; 9 P—K5, 9 Q—Kt3; 10 P×P, 10 Kt×P; 11 Kt×Kt, 11 B×Kt; 12 B×P ch., 12 Q×B; 13 Q×B, 13 Kt—K2; 14 B—R3, 14 Castles; 15 Kt—B3, 15 R—K sq.; 16 B×Kt, 16 Q×B: 17 QR—Q sq., with a fine game, for if 17....P—B3; 18 Kt—K4, 18 Q×P; 19 Kt—Q6 and wins.

254. Game 20.—We believe that Black could also safely play 8....P—Q3; and if 9 QB—KKt5, 9 Q—Kt3; 10 P×P, 10 P×P; 11 Kt×P, 11 Q×B; 12 Kt×P, 12 Q—R5; 13 Kt×R, 13 Kt—B3 threatening Kt—Kt5 with an excellent attack.

255. Game 20.—Black has now slightly the advantage owing to his opportunity of forcing an open file for his R by P—KB3.

256. Game 20.—Either R to K sq. would have been of no use as White could well answer Kt—Q7.

257. Game 20.—The Black allies take their chances of an immediate King's side attack but we believe that Q—QB3 was more sure to give them the best of the game. They might have then continued B—R4 which either forced the QBP on, whereupon Black would again retreat the B and then fix their B at Q5, or Black's QR would obtain free possession of the open Q file, in case White defended the QBP with one of their Rooks.

258. Game 20.—This was wrong. They ought to have retreated B—K2 followed by K—R sq., and though Black would have won the KBP by doubling Rooks it would have been very difficult at least if not impossible for them to force the game on account of the Bishops being of opposite colors.

259. Game 20. —This gives the opponents an opportunity of instituting an irresistible attack, 24 K—R sq. was by far better, for if 24....P—Kt5, 25 B—K2, 25 B×P (or 25....R×KP; 26 P—B3, etc.); 26 P—Kt3, 26 Q—R3 (if 26....R×P; 27 K—Kt2 and wins); 27 Q—Q5 (but not 27 P×R on account of the reply, 27....B—Kt6, etc.) and ought to draw.

260. Game 20.—This forces the game, and it will be easily noticed that White's replies to the end are all compulsory. See Diagram page 184.

261. Game 20.—If 25 B×P, 25 R (Kt sq.) ×B; 26 P×R, 26 R×BP; 27 R×R; 28 Q×R ch., 28 K moves, 28 Q—R5 mate.

262. Game 20.—Of course if P×P then R×B.

263. Game 20.—Both parties were here much pressed for time, and relieved themselves by repetition moves.

264. Game 20.—For if K×R then Q—R7 ch. and Q×P mate.

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* In the games marked by odd numbers Mr. Tschigorin had the move, and played the Evans' Gambit throughout, with the exception of Game 3, which was a Ruy Lopez. In the even numbered games, Mr. Steinitz had the move, and opened always with 1 KKt—B3.

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